

WIN A 3DO
SYSTEM
FROM EA!

FIRST HANDS-ON TEST OF ATARI JAGUAR AND 3DO MULTIPLAYER!
SUPER NES • GENESIS • SEGA CD • DUO • NEO-GENO • 3DO • NINTENDO • GAMEBOY • GAME GEAR • ARCADES

ELECTRONIC GAMING MONTHLY

PREVIEWS

TECMO SUPERBOWL

VIRTUA FIGHTERS

LEMMINGS 2

RANMA 1/2

DUNE CD

ALADDIN

R-TYPE 3

DRAGON BALL Z

SF2 SPECIAL CE

MARVIN MISSIONS

MYSTICAL NINJA 2

WOLFENSTEIN 3-D

VIRTUA RACING

JOE & MAC 3

LEGEND

SILPHEED

PAC MAN 2

CLIFFHANGER

MONTANA CD

LETHAL ENFORCERS

ETERNAL CHAMPIONS

THE GAME THE WORLD HAS BEEN WAITING FOR...

STREET FIGHTER II

EXCLUSIVE NEWS • EXCLUSIVE PICTURES • EXCLUSIVE CONTESTS

NUMBER

51

\$4.95/\$5.95 Canada/£3.50

October, 1993

Volume 6, Issue 10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10</p

"GENTLEMEN START YOUR SCR

Your windpipe will get a workout when you see what Konami® has prepared for you in the "Batman" Returns game for Super NES®.

But your screams will be drowned out by crunching bones, cracking skulls, shattering glass and other cool CD quality sounds designed to make you cringe.

Because Batman has rapid-fire fists and is a master of flying body



slams, spinning judo kicks, double head knocking and other means of maiming. And check out our hero's humungous size. We're talking big!

In seven 3-D movie-like levels, experience the agony of Catwoman's claws, kicks and whip and the ecstasy of pummeling The Penguin and his clan of delinquent clowns, all talented in terrorism.

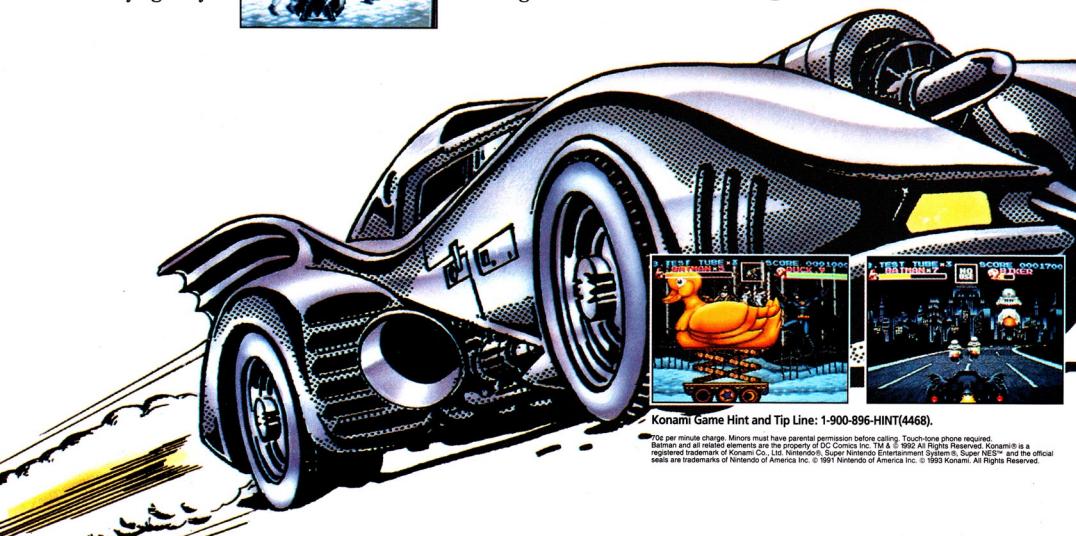
Inside your cape of fear are Batarangs and test tubes, essential for battling the Tattooed Strongman, the Organ Grinder and the rocket launching Duck Vehicle.

Blow away renegade bikers with the Batmobile loaded with Batdiscs and catapult yourself to safety with your trusty Grappling Hook.

The frigid fiend is chillin' in his way cool lair waiting to put the Caped Crusader on ice. So put on your cowl and put up your dukes. Can't you hear Gotham City screaming for help?!



KONAMI®



Konami Game Hint and Tip Line: 1-900-896-HINT(4468).

70¢ per minute charge. Minors must have parental permission before calling. Touch-tone phone required.
Batman and all related elements are the property of DC Comics Inc. TM & © 1992 All Rights Reserved. Konami is a registered trademark of Konami Corp. All rights reserved. Super Nintendo Entertainment System, Super NES™ and the official seals are trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc. © 1992 Konami. All Rights Reserved.



BATMAN™
RETURNS

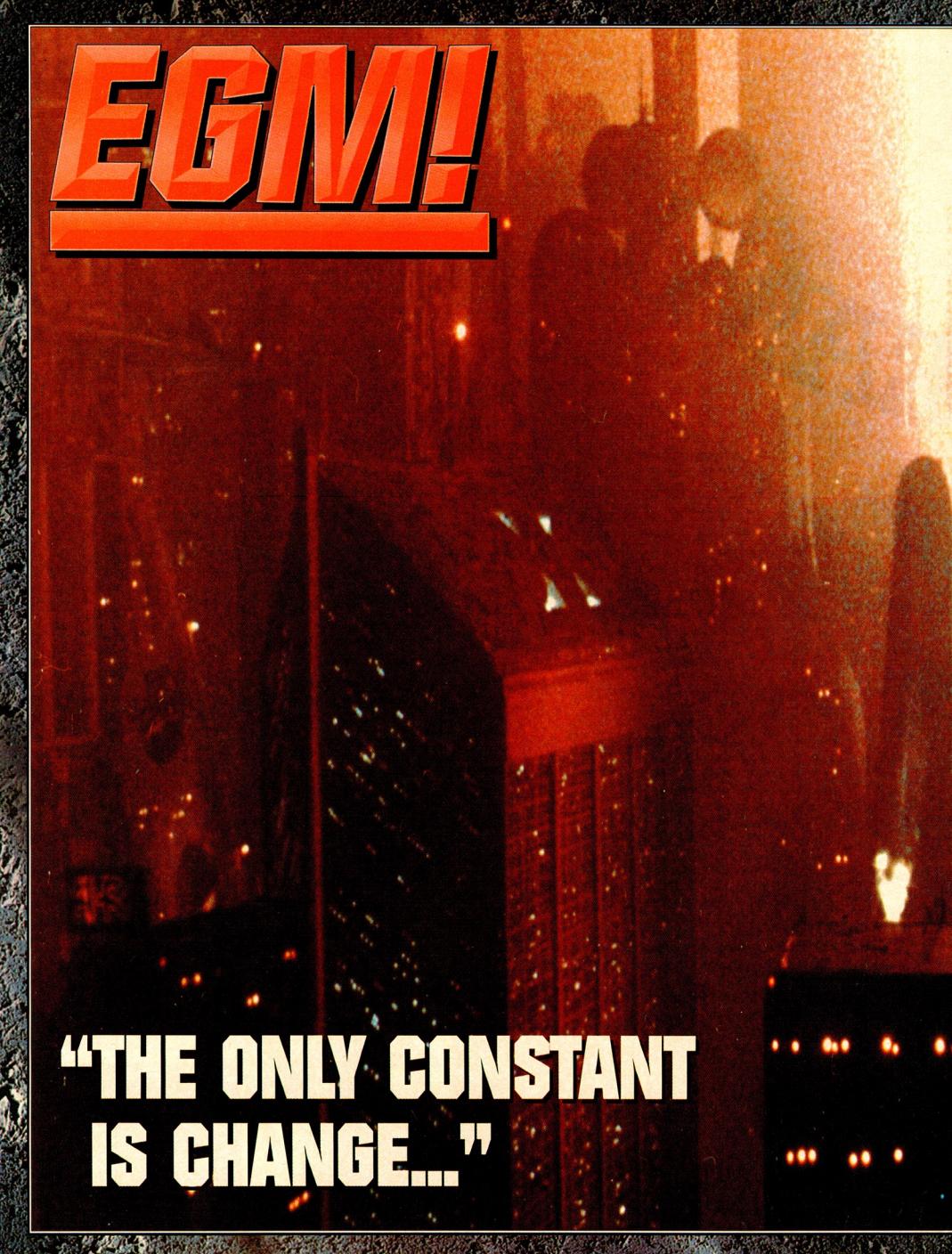
SUPER NINTENDO
ENTERTAINMENT SYSTEM

Nintendo
KONAMI

Brave a cinema-size vendetta to save Gotham City from the diabolical clutches of The Penguin and Catwoman!



EGM!



**"THE ONLY CONSTANT
IS CHANGE..."**



EGM!

A SENDAI PUBLISHING GROUP, INC.
PERIODICAL

October, 1993

Volume 6, Issue 10

PUBLISHER

Steve Harris

EDITOR IN CHIEF

Ed Semrad

SENIOR EDITOR

Martin Alessi

MANAGING EDITOR

Danyon Carpenter

LIFESTYLES EDITOR

Joe Funk

ASSISTANT EDITORS

Sushi-X

Mike Forassiepi

Mike Vallas

Terry Minnich

Andrew Baran

Al Manuel

Howard Grossman

Mike Weigand

Paul Ojeda

Chris Nicolella

ART DIRECTOR

Juli McMeekin

STRATEGY CONSULTANTS

U.S. National Video Game Team

FOREIGN CORRESPONDENTS

Kai Kasahara

Terry Aki

Sam Rye



WORLD NET™

CONTRIBUTORS

The Super Famicom-Japan;
Gamest-Japan; Mega Drive Beep-
Japan; Famicom Tushin-Japan.

DISTRIBUTED BY

WARNER PUBLISHING SERVICES, INC.

Electronic Gaming Monthly (ISSN 1068-0189) is published monthly by Sendai Publishing Group, Inc., 1000 North Highway 72, Suite 222, Lombard, IL 60148. Second Class Postage Paid at Lombard, IL and additional mailing offices. Subscription rates for U.S. and possessions \$19.95; Canada \$39.95, and elsewhere by air mail only \$100.00. Single issue price \$1.95. POSTMASTER: For subscription change of address, or correspondence concerning subscriptions write to: Electronic Gaming Monthly, P.O. Box 7524, Red Oak, IA 51591-0524. The editors and the publisher are not responsible for unsolicited materials. No part of this publication may be reproduced without the expressed written permission of Sendai Publishing Group, Inc. Copyright © 1993 Sendai Publishing Group, Inc. All rights reserved. All materials listed in this magazine are subject to manufacturers change and the publisher assumes no responsibility for such changes.

Printed in the U.S.A.

APPLIED FOR ABC MEMBERSHIP.

Member of



CONSUMER
MAGAZINES

INSERT COIN

NINTENDO POSTPONES INTRO OF NEW SYSTEM... AGAIN!

The president of Nintendo of Japan announced at the Shoshinkai Nintendo Show that they will be bringing out a new 64-Bit game machine. This system, he said, would be the ultimate video game console. And that it would. With specs like 100 MHz clock speed and HDTV compatibility, their 'Project Reality' would exceed anything ever dreamed possible. The best news would be the price tag...only about \$250! After the ohhs and ahhs from the audience subsided (including myself), reality set in. I said to our people at the show, 'Wait a minute, this is just Nintendo talking again.' I seem to remember other past promises of theirs, such as a deal with Sony to create a new standard of CD-ROM entertainment (Play Station); a deal with Phillips which would link the Super NES with their CD-I system; a promise to make a CD-ROM drive that would hook up to the Super NES; and just a few months ago, I seem to recall Nintendo stating that their CD-ROM machine would be 32-Bit as the current 16-Bit CD machines were not capable of delivering true multimedia entertainment. That's a lot of promises, especially when none of them ever became reality.

Well Nintendo, there is an old expression about a boy crying wolf once too often. Especially when each one of your announcements just happens to coincide with a major competitor's product roll-out (3DO this time). Do you really expect people to believe your latest press release? Not only do you want players to wait until the end of 1995, but do you really think that you can shrink a \$100,000 Silicon Graphics workstation down into a \$250 Super-Ultra-Hyper NES? Perhaps you can pull this one off, but I for one don't believe it will see the light of day (like all of your other promised machines), and furthermore, I am not going to stand around waiting 2 1/2 years to see if you are right. With the Sega CD starting to come of age, the 3DO only days away from appearing in the stores, and even more fascinating virtual reality devices already in the prototype stages, why should I hang on to my Super NES and be content with Yoshi 6 and Super FX Tetris 5? Next year you'll probably announce a new 256-Bit \$199 holodeck attachment anyway (to coincide with Sega's 32-Bit system press conference).

In other news, as you can see, EGM has just undergone a major update. Besides the typical background, graphics and logo changes you are seeing everywhere, EGM will be more interactive with the reader. That means more contests, information, news, and articles. All in the EGM style (which will get even bolder) that goes beyond just retyper. Unfortunately we couldn't get it all in this issue, so stay tuned as next issue is looking even hotter!

Ed Semrad
Editor

EGM!

SENDAI MEDIA GROUP

ADMINISTRATION

PRESIDENT

Steve Harris

CHIEF FINANCIAL OFFICER

Mark Mann

VICE PRESIDENT OF OPERATIONS

Mike Riley

ASSOCIATE PUBLISHER

Ed Semrad

DIRECTOR OF NEW PROJECT DEVELOPMENT

Martin Alessi

DIRECTOR OF PROMOTIONS

Cindy Kerr

PUBLICITY MANAGER

Peter Berk

CIRCULATION MANAGER

Dave Marshall

NEWSSTAND DIRECTOR

Harvey Wasserman

NEWSSTAND MANAGER

Peter Walsh

CONTRACT PUBLISHING MANAGER

Ken Williams

CONTRACT PUBLISHING ASSISTANT

Ron Pringle

LAYOUT AND PRODUCTION

PRODUCTION MANAGER

Colleen Bastien

PRODUCTION ASSISTANT

Dean Hager

MANAGING COPY EDITOR

Jennifer Whitesides

COPY EDITORS

Gayle Schneider

Jo-El M. Damen

AD COORDINATOR

John Stockhausen

CUSTOMER SERVICE

(515) 280-3861

ADVERTISING

NATIONAL ADVERTISING DIRECTOR

Jeffrey Eisenberg

Eisenberg Communications Group

10920 Wilshire Blvd., Suite 1120

Los Angeles, CA 90024

(310) 824-5297

Heh-Kyu Lee, Senior Account Exec.

Suzanne Farrell, Ad Coordination

PREPARE YOURSELF



MORTAL KOMBAT®



JOHNNY CAGE'S
SHADOW KICK!



FINISH HIM!



GORO LIVES!



ALL THE KOMBAT
WARRIOR!

SUPER NES® GENESIS™ GAME GEAR™ GAME BOY®

Acclaim
entertainment, inc.

MIDWAY

Mortal Kombat™ © 1992 Licensed from Midway Manufacturing Company. All rights reserved. © 1993 Acclaim Entertainment Inc. Nintendo, Super Nintendo Entertainment System™, Game Boy® and the official seals are registered trademarks of Nintendo of America, Inc. © 1993 Nintendo of America Inc. Sega, Genesis and Game Gear are trademarks of Sega Enterprises, Ltd. Screen shots shown are from Super NES format.

Fully Loaded.



It's the stereo amplifying, screen magnifying, night lighting, fire button enlarging, thumb stick controlling, compacting, easy carrying accessory for your Game Boy®—whew! Try saying that three times fast—it's a mouthful! But that's what you get when you have it all. Other Game Boy® accessories leave you with nothin' to say. Hey, there's only one worth talkin' about.

Handy Boy™—don't settle for less.

HANDY BOY
THE ALL-IN-ONE *FOR* GAME BOY
ACCESSORY

BY STD

HANDY BOY™
COMPACT DESIGN (LIGHTWEIGHT)
ADJUSTABLE MAGNIFYING LENS
NIGHT LIGHT
STEREO SPEAKERS (AMPLIFIER)
SOFT CASE
ENLARGED FIRE BUTTONS
SHOULDER STRAP

LICENSED BY **Nintendo**

© 1991 Standard Electronics Corporation. All rights reserved. Nintendo is a registered trademark of Nintendo of America Inc. Game Boy is a registered trademark of Nintendo of America Inc. Handy Boy is a trademark of Standard Electronics Corporation.

STD

We Can Help You Win

Available At:



BEST.



KAYBEE®
America's Toy Store

Service
MERCHANDISE

SOFTWARE ETC

Game Boy® and Handy Boy™ are trademarks of Nintendo of America.
Game Boy® is sold separately.

EGM
Entertainment
Gamer's
Magazine

EGM!

OCTOBER / 1993 / VOLUME 6 / NUMBER 10 / ISSUE 51

116

GET THE COMPLETE STORY ON SUPER STREET FIGHTER III!

People have been climbing the walls for the latest Street Fighter update. Their dreams have been answered, as this version goes way beyond the previous games. Boasting four new characters, choice of eight different colors per character, new scoring systems, and improved graphics, this is sure to be the hottest fighting game with sixteen characters and a possibility of the "Tournament Battle" where up to eight people can fight at once. Keep your eyes peeled for the real deal!



185



FANTASTIC 3DO CONTEST! BE ONE OF THE FIRST TO OWN THIS SYSTEM.

EGM and Electronic Arts are giving our readers the chance to win one of the first 3DO game systems hot off the production line! This \$700 system could be yours just by sending in your entry form today! You could also be the first to own some of EA's upcoming 3DO titles with this great contest!

218

NEWS ON JAPAN'S JAMMA AND SHOSHINKAI SHOWS!

The EGM crew flew to the Land of the Rising Sun for an inside look at the latest games from Nintendo and their licensees at the Shoshinkai Show. Check out pix of Wolfenstein 3-D, Tecmo Super Bowl, and Joe & Mac 3! Then it was off to the JAMMA Show to preview upcoming arcade titles soon to hit Japan. Turn to our pages for the first look at hot titles like Daytona AM2, Looney Tunes, Fatal Fury Special, and Cyber Sled!



SUPER NINTENDO
ENTERTAINMENT SYSTEM

YOSHI'S COOKIE

Cookie Chaos for Mario and Yoshi!

Mario and Yoshi are filling in at the Cookie Factory, and the snacks are piling high!

As fresh baked cookies roll out of the ovens, it's up to Mario to sort and stack 'em before they pile too high! Line up a row of the same kind of cookies either vertically or horizontally, and they vanish. Clear the screen to move on to a new level of munchie-madness! Yoshi appears from time to time to stir things up. Play for high score or go head-to-head against a friend or the computer. The mouth-watering madness doesn't let up!



It's a heapin'
helpin' of cookie
crunchin' fun!



Challenge a friend or the
computer for more
munchie-madness!

In the tradition of Tetris™ and Dr. Mario™, Yoshi's Cookie is a heaping helping of lip-smacking, snack-stacking cookie chaos!



- 100 stages, plus bonus rounds.
- 1 or 2 players, or play against the computer.
- Choose to be Mario, Yoshi, the Princess or Bowser.
- Extra puzzle game from the creator of Tetris.

It's a snack attack!

Bullet-Proof Software, Inc.
8337 154th Ave. NE
Redmond, Washington 98052



CONTENTS

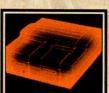
GAMES DIRECTORY

Accelebird	220	Miracle Adventures	223
Aladdin	164,165	Mutant League Hockey	108
Alien 3	92	NBA Showdown	38
Alien 3: The Gun	222	NHL '94	38
Aliens vs. Predator	44	Night Mansell	92
Airy Light Foot	122,123	Ninja Warriors	74
Awesome Possum	172	Night Slasher	223
Ax 101	80	Operation Logic Bomb	36
B.O.B.	96	Pac-Man X	40
Bastard	219	Pac-Man 2	132,133
Battle Blaze	36	Pirates of Dark Water	109
Battle Cars	36	Pilot	38
Battletech/Battletechians	36	Pooh & Rocky	90
Battletech & DD	90	Post Mail	88
Bill Walsh	42	Pugley's Scavenger	44
Bio Metal	36	R-Type III	218
Blood Family	225	Raging Fighter	98
Bubs	98	Ridge Racer	40
Burning Rivals	223	Ramma 1/2	128,129
Chase H.O. II	42	Real Ghostbusters	44
Cool Spot	202	Record of Lodoss	78
Critters	105,174	Robot Police Racer	98
Cyber Sled	223	Ridge Racer	64
Daytona AM2	222	RoboCop/Terminator	166,167
Desert Strike	200	Rockman IV	221
Dinosaurs Unite	168,169	Rocket Power	214
Dragon Ball	222	Rockman Soccer	74
Dragon Ball Z	82,83	Rock & Roll Racing	38
Dragon Ball Z 2	221	Rodeo & Bullwinkle	40
Dragon Quest 1&2	200	Rollerball	38
Dr. Franken	106	Rushing Beat Shun	218
Dune CD	107	SF2 SCE	156,157
Echo the Pugnif CD	94	SF2 Turbo	86
Earth Champions	158,159	Silent Stalker	219
Fatal Fury 2 CD	76	Shien	219
Fatal Fury Special	222	Shining Force	98
F-1 Dogfight	40	Siphered	182,183
F-1 Surgeon	223	Silencer	144
Final Fantasy Legend 3	44	Sonic Blastman 2	218
Final Fight II	86	Sonic Spinball	104
Fire Emblem	219	Sorcerer's Kingdom	94
Fire Emblem	219	Space Invaders	219
Flintstones	44	Star Trek: TNG	42,188
GP-1	38	Star Quest	108
Gauntlet IV	162,163	Star Wars	222
General Chaos	222	Stealth Fire	222
Genghis Kahn 2	107	Strider Returns	40,44
Global Gladiators	44	Sunset Riders	112
Good Cop	76	Super Bomberman	32
Good Troop	36	Super Castlevania IV	221
Hokuto No Ken 2	220	Super James Bond	36
Hyper V-Ball	220	Super Nova	142
Iceberg Coast Dismount	40	Super Space Invaders	116-121
Jim瑞恩 3D in 3-D	104	Super Star of the Week	104
John Madden Duo	192,193	Super Turrican	98
Joe & Mac	220	Super Widget	38
Joe Montana CO	104	Tecmo Super Bowl	178
Jump Strike	92	Teddy Ruxpin	40
Jurassic Park	44	Teenage Mutant Ninja Turtles	222
Kirby's Pinball	221	The Best of Mania	107
Last Action Hero	105,125	Twinkies	78
Legends	221	Vega's States	98
Lemmings 2	221	Virtual Fighters	68
Lester the Unlikely	150	Virtual Formula	223
Lethal Enforcement	112	Virtual Pinball	112
Looney Tunes	106	Virtual Pinball	112
Lufia	222	Wario Land	219
Macross	221	We're Back	196
Martial Champions CD	124,125	Wimbledon Tennis	170
Marvin Missions	104	Wolfenstein 3-D	220
Mazin Saga	160,161	World Heroes	38
Metal Marines	108	Young Merlin	221
MIG 29	42	Zool	221
Might & Magic 3	138		

DEPARTMENTS

INTRO TO EGM	4,5
INSERT COIN	6
INTERFACE: LETTERS TO THE EDITOR	16-28
REVIEW CREW	32-44
EGM'S HOT TOP TENS	48,50
GAMING GOSSIP	54
PRESS START	58,60
ARCADE ACTION	64,66
INTERNATIONAL OUTLOOK	70-83
TRICKS OF THE TRADE	86-98
NEXT WAVE	102-112
SPECIAL FEATURE	116-121
LIFESTYLES	206-209
AD INDEX	216
LAST MINUTE UPDATE	218-224

FACT FILES



SUPER NES TIMES

Dive into this month's EGM for the hottest info on the latest Super NES games: Ramma 1/2, Sky Blazer,

Ardy Light Foot, World Heroes, Marvin Missions, Super Nova, Pac-Man 2, Legend, Might & Magic 3, and Lester the Unlikely.

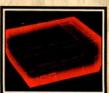
122-150



OUTPOST SEGA

Thrill to some hot Genesis titles like Mazin Saga, Aladdin, and RoboCop vs. the Terminator. If it's Sega CD entertainment you're thirsting for, try the intense polygon shooter Silpheed.

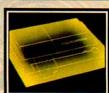
156-183



NINTENDO FORCE

Command the Enterprise in Star Trek: TNG

188



TEAM DUO

Join the team with John Madden CD Duo Football!

192-193



CLUB GAMEBOY

Portable dinosaur action in We're Back!

196



SUPER GEAR

Take Desert Strike and Cool Spot with you!

200-202



A MATCH MADE IN HELL

COMING IN NOVEMBER



VIRGIN IS A REGISTERED TRADEMARK OF VIRGIN ENTERPRISES, LTD.



MORE ACTION.

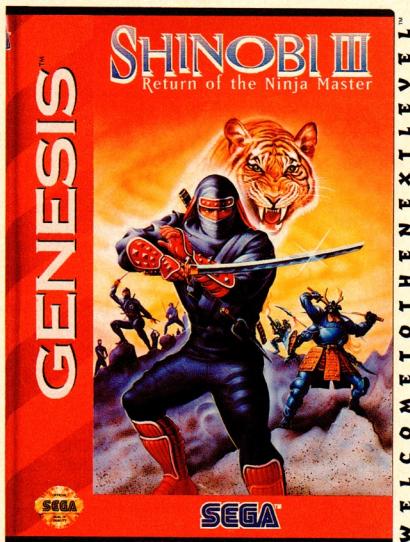


MORE MAGIC.



MORE LEVELS.

MORE SHINOBI.TM



WELCOME TO THE NEXT LEVELTM

MORE THUGS.



Sega, Genesis, Welcome logo and Shinobi are trademarks of Sega. ©1993 Sega. All rights reserved.

BUY IT. IT IS THE HONORABLE THING TO DO.

The way of the ninja is the way of Shinobi III. To master it you must possess great speed, a clear mind and, oh yeah, a SegaTM Genesis.TM Now with seven levels ahead, you alone must face the challenge. And, in the words of the ancients, "May the wind carry your spirit..." Ah, never mind, just kick the bejeebers out of those bad guys.

SEGATM
GENESISTM

INTERFACE

LETTERS TO THE EDITOR

This is the section where you can open up your mind and let the rest of electronic gaming know what you have to say! If we like what you write, we'll put it inside the pages of this magazine and try to spell your name right. If we don't like it, chances are we'll wad it up and hurl (the paper, not us). Remember that anything you write and send to us can be used in the mag whether you like it or not. Remember that you have the right to remain silent and that anything you say could be used against you in a court of law. If you understand these rights then write us at: Interface, Letters to the Editor, c/o Senda Publishing Group, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. And if you think we're going to answer every letter that comes to our mailbox then you must be nuts...



ELECTRONIC GAMING MONTHLY

TURBO SF 2 VS. MORTAL KOMBAT
EGM RIPS INTO THE TWO HOTTEST GAMES OF THE YEAR - WHICH ONE SCORES A 10?

EGM PREVIEWS
 NHL '94
 ALIENSON CD
 MADDEN '94
 ACE COMBAT 2
 PLOC-TMNT 5

ALSO...
 BEHIND THE SCREENS AT EGM!

PLUS...
 10 PAGES OF MORTAL KOMBAT STRATEGY!

50
ISSUE

THE EXPOSED EDITORS

Hey guys, congratulations on a fantastic 50th issue. You guys have really come a long way since I started reading the mag back at issue 7. I really enjoyed the feature about the making of EGM. It gave me insight as to who makes EGM happen. I was lucky enough to attend the Summer CES. After seeing all the editors wandering about the show and then seeing their pictures in EGM, it helped to figure out just who you guys were. Anyway, congrats on number 50 and I can't wait to see how issue 100 will turn out!

Jordan Van Allen
Boulder, CO

(Ed. There have been many requests to have interviews with the editors of EGM and what better time than in our 50th issue. As to an issue 100, you bet! It's readers like you that help make EGM what it is. This issue marks another notch in our history with a total redesign of the mag. Whatever your opinion, drop us a line and let us know what you think.)

PORTABLE SF2?

I saw your great coverage on Street Fighter II for the PC Engine Duo. Since I don't own a Duo, I was wondering if I could play it on my TurboExpress. Although there aren't six buttons on the TurboExpress, there must be some way to play this game.

Kevin Bradley
Dallas, TX

I am 13 years old and am crazy about Street Fighter II. Since Capcom decided against the CD/Chip combo, I was wondering if I can play this chip game on my TurboExpress?

Brian Wendoff
Chicago, IL



Street Fighter II for the PC Engine is compatible with the TurboExpress!

(Ed. Street Fighter on the go? Only with the TurboExpress so far! You bet you can play it in the Express. Although it may seem a bit complicated at first, the control is not so bad. Okay, remember how the Genesis version of SF2 was to be played on a 3-button controller by using the START button to toggle the moves between punch and kick? That's how this version is played. You can select which button toggles the moves and what button I and II will do. Of course, you'll need an appropriate adapter to plug the cartridge into the TurboExpress.)

PS4 RIGHT ON SCHEDULE

First of all, I would like to say that you guys have the best video game magazine on the market. You always seem to get the info on all the newest games before anyone else. Okay, here's my question for you. Is Phantasy Star 4 going to come out in America at the same time as Japan? If Sega of Japan and Sega of America worked together on the project, they could bring it out here in America the same time as in Japan. I also remember reading that Phantasy Star 4 was supposed to be out by December. Is this true?

Chad Tree
Stevensville, MT

(Ed. Sega of Japan is really cranking' on this one. This massive-sized RPG is still going strong and is slated for an American release as early as the 1st Quarter of 1994! The Japanese version is scheduled for a Winter 1993 release. Sources in Japan have been hinting at the possibility of a size increase to 24 Meg as well. The story and the game are still planned to coincide more with Phantasy Star 2 than 3, with the combat scenes being the most dramatic similarity. With the way the game is really shaping up, it could be the hottest RPG ever to hit our shores!)



Phantasy Star 4 is still planning to come to America as a possible 24-Meg cartridge!

**So What if Pocky and Rocky is a goofy name for a game,
featuring two characters who've never been on TV.**

The Press Loves It!!

"This game is an absolute blast to play! What other great action game can you find where you can block any attack the enemy throws at you!" (Guy)

"Pocky & Rocky is one of the best carts that I've played in a long time." (Dude)

Super NES Buyer's Guide (March 1993)

"Don't let its timid name fool you. Pocky & Rocky is packed with action and non-stop fun." (GamePlayer's Magazine (May 1993))

"Natsume's second Super NES title may be one of the hidden gems of the year. It features beautiful graphics and lots of playability." (Nintendo Power (March 1993))

"At last, here's a fast-paced, two-player, arcade-style action/adventure game for the Super NES that hits you hard with a horde of evil beings and with no slowdown in sight. Pocky & Rocky by Natsume packs great blast-em-up action."

GamePro Magazine (March 1993)

"Adorable! A true rarity! This awesome duo is the freshest thing to hit the Super NES in a long time!" (Electronic Gaming Monthly (July 1993))

"This game is awesome!" (Electronic Gaming Monthly (February 1993))



And So Will You.

**Pocky and Rocky... Incredible Action for your Super Nintendo.
Available Now!**



Thanks for the
great review guys!

Hey, we
deserve it!

Nintendo Game Hint and Tip line:
1-900 820-HINT (4468)

.95¢ Per minute charge. Minors must have parental permission before calling.

Must have a touch tone telephone.

Natsume Inc. 1243A Howard Ave. Burlingame, CA 94010

NATSUME®

Serious Fun™

Natsume Inc. 1243A Howard Ave.
Burlingame, California 94010

Nintendo and Super Nintendo Entertainment System are trademarks of Nintendo of America Inc.

Pocky and Rocky is a trademark of Natsume Inc. Natsume is a registered trademark of Natsume Inc. © 1993 Natsume Inc.

INTERFACE

LETTERS TO THE EDITOR

MORE MENACER TITLES PLEASE

I understand that there are a lot of great doors being opened at Sega for the Genesis system. The Sega CD has finally broken ice, all the fuss over Street Fighter II and Mortal Kombat, the soon to be released Activator, and let's not forget what's on everybody's lips... Virtual Reality. But Sega forgot one thing, the Menacer. What happened? Talk about limited software. So far I have only two games for my Menacer—the cartridge that came with it and T2. This shortage of games is too bad because I love the game play that the Menacer provides. The games that came with the Menacer are okay, but I really like doing damage on Terminator 2. Is Sega ever going to make any new games for the Menacer or is this going to become another lost peripheral?

Cloyd Griffin Jr.
Houston, TX



Sega's Monster Hunter, a new Menacer title, is already in the works.

(Ed. Sega has definitely had a lot on their minds lately, with one of their best CES showings ever, they really had reached out and pushed all their products to the limit. Sega's Activator peripheral seemed to generate a lot of interest among the spectators who watched their frequent demonstrations. But as you said, there was something missing, namely a new Menacer title. While not ready to be displayed at the CES show, Sega is working on a new Menacer title called *Monster Hunter*. Basically the story involves the player as a premier big game hunter in search of the ultimate catch. The scenarios range from safari lands to exotic ranges not from our world. Although new games for the Menacer don't come out everyday, Sega seems to be taking the longer time to insure that the game will be worth buying.)

EGM ENVELOPE ART!

1ST



Paul Harmon
Sacramento, CA



Jeremy Renfro
Midlothian, VA



Matt O'reto
Worcester, MA



Michael Cappiello
Stamford, CT



John Brobst Jr.
Columbus, OH



Tim Wann
Baltimore, MD



Michael Rydwell
Highland, CA



Victor Rossy
Brooklyn, NY



A. Shelvin
Houston, TX



WIN A BIG STICK! FIRST PRIZE - FIRE STICK!

The first place prize is a Fire Stick from G & C Joystick Manufacturing. For product info write P.O. Box 848, Paramount, CA 90723 or call (800-JOYSTICK).

CITICALLY
ACCLAIMED SUES HOOK
**NOW ON GENESIS
AND
GAME GEAR!**

CROSS YOUR SWORD WITH THE BLOODIEST PIRATE OF THEM ALL!



Hook wants revenge...and he's looking for you! So take on the role of Peter Pan and embark on a magical quest to free your children and destroy the notorious Captain James Hook. Based on the blockbuster Spielberg movie, Hook for Genesis and Game Gear delivers incredible non-stop action and critically acclaimed game play. You'll fight the Lost Boys and Rufio for your golden sword, soar high above the

enchanted Neverland, clash with Hook's brutal band of pirates and face strange, dangerous creatures like poisonous porcupines, man-eating tigers and pirate ghosts. As Peter, you'll need all your strength, stealth and magical powers to survive this epic adventure. Then face the ultimate battle against the bloodiest pirate of them all!



GENESIS

GAME GEAR

Hook™ is distributed by Sony Imagesoft, 2100 Colorado Ave., Third Floor, Santa Monica, CA 90404. ©1991 TriStar Pictures, Inc. All rights reserved. Hook and associated characters and names are trademarks of TriStar Pictures, Inc. Imagesoft and Imagesoft are trademarks of Sony Electronic Publishing Company. Sega, Genesis and Game Gear are trademarks of Sega Enterprises, Ltd. All rights reserved.



INTERFACE

LETTERS TO THE EDITOR

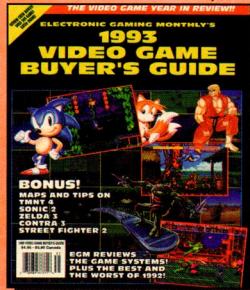
THE YEAR IN REVIEW

With EGM's 50th issue come and gone, I was wondering if you will be selling box sets of 5, 10, 25 or all 50 issues in one complete box set? Or, you could release one big magazine with the best reviews, tips, hardware and news commemorating the past five years. Happy 50th issue and keep up the good work.

Jesse Nicholas
Windermere, British Columbia

I'm a new reader to your fine magazine (I don't know what took me so long) and I've seen how your Review Crew rates their favorite and worst games. Are you guys going to have a special in the magazine where the Review Crew rates the game systems? I know I have my favorite systems and I would like to know what the Review Crew enjoy the most.

Brant Swanson
Montpelier, VT



Every year the EGM staff compiles a listing of the best and worst games of the year.

(Ed. While an EGM box set does sound like a great idea, the problem arises because once our magazines are finished with their print run, there are never any more printed. While newer issues wouldn't be too difficult to reprint, the problem is that there are very few of the older issues left. Not even many of our editors have issues 8 or 11, which are the rarest of the bunch. However, Brant, since you are a new reader, you probably never realized that every year we reprint a compilation of the best Fact Files from the past year. Also, we compile a list of the year's reviews and, yes, rate the game systems as well. This new issue will hit store shelves this fall.)

A S M G H D

LETTER OF THE MONTH!

If you think you have what it takes to contribute to society, go write to Newsweek. If, however, you have a thought or opinion that fellow gamers would particularly find crazy, we'd love to immortalize you with a special edition EGM T-shirt proclaiming your fondness of and psychosis to video games!



Every month in your totally cool magazine, I hear your readers whine that the Super NES isn't violent. They panic in fear that Mortal Kombat might be stripped of its gory fatalities. Who cares?! The Super NES already has the most violent game on the market. A game so violent it leaves Mortal Kombat in the dust. What is it? Mario Paint, what else would it be. With so many different shades of red and the totally cool air brush technique, making blood is a snap. Have Sega's Sonic tear out Mario's heart and then animate it for the real fun. There's no limitations. Just check out the enclosed picture. You'll see what I mean.

Dear EGM,

Every month in your totally cool magazine, I hear your readers whine that the Super NES isn't violent. They panic in fear that Mortal Kombat might be stripped of its gory fatalities. Who cares?! The Super NES already has the most violent game on the market. A game so violent it leaves Mortal Kombat in the dust. What is it? Mario Paint, what else would it be. With so many different shades of red and the totally cool air brush technique, making blood is a snap. Have Sega's Sonic tear out Mario's heart and then animate it for the real fun. There's no limitations. Just check out the enclosed picture. You'll see what I mean.

How's that for a PSYCHO letter?
Michael Garofalo

Thanks go to Michael Garofalo of Staten Island, NY for the, um, interesting letter and, um, the creative photo. I'll bet your art teacher will be pleased to know that you've won our contest. Michael, your EGM T-shirt is on the way!

THE LYNX GOES ON...

In response to the "Is the Lynx Doomed?" letter from the July issue, I also purchased an Atari Lynx due to its superior graphics. After much searching, I have discovered I can obtain any game or accessory I need from Atari directly. I have tried several "new and used" video game companies with no success. No one seemed to carry their games! Please inform your readers that by calling the Atari Corporation at their customer service number in Sunnyvale California, you can receive a catalog. Their phone number is (408-744-0880). I usually receive my order within seven days! Please print this phone number for your readers.

Cassandra Hargitt
Port Orchard, WA

(Ed. Thanks for the tip! You can bypass the first phone number and directly reach their ordering line by calling (800-221-3343). They accept credit card orders for the quickest delivery. The order should arrive in a couple of weeks and the cost of the games is close to retail price.)



Now you can order games like Gordo 106 directly from Atari over the phone.



EGM T-SHIRTS BUY THEM - WEAR THEM

Send \$9.95 to Sendai, c/o EGM T-Shirt Offer, 1920 Highland, #222, Lombard, IL 60148

Ranma 1/2™

HARD BATTLE



RANMA
SAOTOME



RANMA-CHAN
SAOTOME



GENMA
SAOTOME

12 FIGHTING
LEGENDS!
12 MEGS
OF POWER!



RYOGA
HIBIKI



AKANE
TENDO



SHAMPOO



UKKYO
KUONJI



MOUSSE



HIKARU
GOSUNKUGI



GAMBLING
KING



PANTYHOSE
TARO



PANTYHOSE
TARO
TRANSFORMED

PLAY THE SUPER NES® GAME..



RYOGA USES HIS LION'S
ROAR ATTACK ON RANMA

..READ THE COMIC..



For more information on the
videotape and comic series
write or phone:

VIZ Comics
PO Box 77010
San Francisco, CA 94107
(415) 546-7073

..WATCH THE VIDEO..



Video tape
series available
in November.

Nintendo, Super NES and Super Nintendo Entertainment System are registered trademarks of Nintendo of America. ©1993 Nintendo of America Inc.
RANMA 1/2 is a trademark of Viz Communications, Inc. Background, comic cover and video images courtesy Viz Comics.

DTMC® is a registered trademark of DTMC Inc.

DTMC Inc. • 370 Convention Way, Suite 202 • Redwood City, CA 94063

You've got to



STREET FIGHTER II



be fast to last.

In Street Fighter II Turbo, slow doesn't go. Because extensive training has not only made the 8 fighters and 4 grand masters faster and stronger. It's given them a whole new arsenal of kicks, punches and special moves. Get revved for 78 possible matches, where if you're not fast, you'll never know what hit you.



Ryu must blow out Chun Li's new fireball move with his new mid-air hurricane kick.



Dhalsim executes his Yoga Teleport to avoid getting burned by M. Bison's psycho crusher.



In Las Vegas, tonight's fight is Blanka's new vertical ball versus Vega's claw.

Now You Can Get Game Codes And Exclusive Street Fighter Information Anytime. Just Call 1-900-680-2583
Call charges are 95¢ for the first minute and 75¢ for each minute thereafter. Please ask your parents' permission before calling.

©1993 CAPCOM USA, Inc. Street Fighter II Turbo is a trademark of CAPCOM USA, Inc. CAPCOM is a registered trademark of CAPCOM, Ltd.
Nintendo, Super Nintendo, Nintendo Entertainment System are registered trademarks of Nintendo of America, Inc.

CAPCOM®

INTERFACE

LETTERS TO THE EDITOR

BETTER CONVERSATIONS?

I have a few questions for you guys at EGM Headquarters. First of all, how come when a game was originally from the arcades, the Super NES version always seems to be better than the Genesis version? Take Street Fighter II for example. I absolutely love the game but held off buying a Super NES because I was convinced that Street Fighter II would appear on the Genesis. I was overjoyed when I received your May issue but when I saw the game screens and comparisons to the Super NES version, I thought the Genesis one didn't even compare. It even had the black bar behind the score which was nowhere to be found on the Super NES version.

Nat Tangerini
Sherborn, MA

(Ed. Your question is definitely a valid one, but in what ways is a Super NES game better than a Genesis one? If you try to compare the on-screen colors, of course the hands-down winner in that category would have to be the Super NES. The Genesis, with its 64 on-screen colors, simply cannot match the Super NES' whopping 256 on-screen colors. Another category is processor speed. The Genesis is equipped with a speedy Motorola 68000 processor which is why there are not many Genesis games that tend to slow down. Your concern over Street Fighter II is a perfect example. Granted, the black bar behind the score seemed out of place but when Capcom decided to boost Street Fighter to the whopping 24-Meg cartridge that it is now, the black bar was removed and the graphics are now much cleaner and sharper than before.)

TERRY & TINA ART CONTEST WINNER



Joshua French
St. Matthews, SC

PORTABLE SUPER FAMICOM

In the EGM Express section of the August issue, I read with great anticipation in hopes that this system might actually make it to the production stage. As I gleefully read the article, it brought back memories of some other great electronic gizmos that never reached the buying public. The first one I recall is the Biederman Design Labs peripheral that lets you play GameBoy carts through the NES with a special adapter. This would have been a great way to boost the sales of good GameBoy titles without having to stare at a horrible, little green LCD monitor. The other great idea was Camerica's awesome portable NES. Although it looked rather strange, lacking a standard cross-key joystick, it would have surely been a top-seller. Both of these great ideas never reached production and that causes me to worry about the future of the portable Super Famicom. Let's just hope that Nintendo doesn't decide to axe this portable project before it barely gets off the ground.

Ken Greifen
White Plains, NY

(Ed. There's always some concern for prototype projects like Bandai's portable Super Famicom. Although Nintendo of Japan hasn't said much about the portable Super Famicom, Bandai, the company that created the unit, is a rather large company overseas so it could have a strong chance of surviving Nintendo's rough policies. An interesting side note is that both the Biederman Design Labs unit and the Camerica portable NES system were not shown at a Consumer Electronics Show so consumer reaction was not a factor in killing these outside-developed systems. Basically, it was Nintendo of America's decision because they did not approve of these devices to begin with. Since Bandai is a licensee of Nintendo of Japan, and the portable Super Famicom was shown at the Tokyo Toy Show, it is very probable that it could be released.)



Tina (left) and Terry thank Joshua French for his winning entry.

POSTCARD PARANOIA!

The next time your parents drag you to some lame roadside attraction, be sure to pick up some of the tackiest postcards and send 'em in.



Michael Turner
New York, NY



J. Pierce
Salt Lake City, UT

EGM! SPECIAL ASSIGNMENT!

Put the Review Crew in a scene from your favorite summer movie.

An ongoing column in EGM will be a series of special assignments for all you budding artists to draw. These demo pics show Street Fighter characters like you've never seen them before. Get those pencils sharpened and enter the assignment today.



Joshua Hester
Portsmouth, VA



Victor Rodriguez Tello
Wilmington, CA

ROBOCOP 3

FIRST TIME ON
GENESIS™ &
GAME GEAR™!



MOTOR CITY
SHOWDOWN!



BLAST OCP'S
FLYING DROIDS.



TEAM-UP WITH
ROBOCOP'S OLD
ADVERSARY—
THE GIANT ED-209.

HALF-MAN, HALF-MACHINE... ALL ACTION!

Armed with laser gun, flame-thrower and missile launcher multi-weapon attachments, you must destroy giant ED-209's and OCP's latest techno-warrior...OTOMO!

Relive all the action of the blockbuster film, as you face a battalion of enemies!



GAME GEAR

FLYING EDGE



INTERFACE

LETTERS TO THE EDITOR

Q-MANN'S

TOP TEN WAYS TO GET ON THE COVER OF EGM...

It may not be the search for the Holy Grail, but for video game companies it's every bit as important! The cover of America's biggest and best video game magazine can spell the difference between instant success and a slow death, but how can a company snag the front cover of EGM? The Q-Mann offers a few behind-the-scenes suggestions...

10. Send doughnuts. We just love doughnuts!
9. Name your game Street Fighter 2. Of course, if you're anyone but Capcom, expect a lawsuit with your cover.
8. Don't give it to the 'Power' brokers! Once you give it to them, there's no way they'll let you give it to us.
7. If you do give it to 'Power', tell them we got the game in Japan.
6. Get the license to 'Spawn', and Todd Mcfarlane punch out the artwork.
5. No more turtle games. Seen 'em, had 'em, did 'em, done 'em.
4. Insect Politics
3. New hardware always has a good shot at making it on the front spot. Just tell Ed you're calling from Atari.
2. Try an SNL game. Yeah, a Deiter cover could be fun. Shake and Bake!
1. Tell Ed his voice gives you a nice, warm, fuzzy, feeling.

BAD PHOTOCOPY CONTEST!

A new feature to EGM is the official Bad Photocopy Contest. You'll find this contest in every Interface issue. What we did was photocopy a part of the magazine, blew it up, oh, 800% and it's up to you to find it somewhere in the magazine. You don't win anything, but you can congratulate yourself if you find it!

HOLE

MBER

OF LEVELS

+

AD ETC

Here it is! Attempt to find this picture in the magazine, if you can!

WHERE'S MORTAL KOMBAT FOR...

After reading through many of your back issues, especially EGM 50, I noticed you guys put together some Fact Files of Mortal Kombat for the Super NES, Genesis, Game Gear and the GameBoy. The one version that was announced a long time ago but wasn't shown was the Sega CD version. What happened? Has Arena come to the decision to dump this one because the Genesis version will be satisfying Sega owners? After shelling out \$300 for the CD player, I definitely want to see this game for the Sega CD.

Kenneth Haverstein

Foster City, CA

I am aware of the current release of the arcade hit, Mortal Kombat, to the 8-Bit portable GameBoy and Game Gear. But how come it is not being made for the original NES? This would really boost some sales. Street Fighter II is also a pretty popular game and it will not be made for any 8-Bit formats. I find Mortal Kombat to be much more graphic and worthy of an 8-Bit release.

Clinton Rudeseal

Floyd, VA

(Ed. Mortal Kombat for the Sega CD is still alive and kicking. Much of the emphasis was placed on the upcoming release of the Super NES, Genesis, GameBoy and Game Gear. Although the game may end up looking like the Genesis version, the music should closely resemble the arcade version. The release date could happen around the 1st Quarter of 1994. As for the NES version, after a brief chat with Phylene Riggs at Acclaim Entertainment we have learned that Acclaim had one more NES title due for release before the end of the year. Mortal Kombat was planned but another game was already in the programming stage so Mortal Kombat was bumped out. It's not completely out of the realm of possibility, but it's very unlikely we'll see it for a while.)

CONTROL YOURSELF

I have just bought a Sega 6-button controller. While it is cool, there are no games out that use the buttons labeled X, Y, and Z. I know that Street Fighter II will use those buttons, but are there any other games planned to use these new buttons? I heard of a game called Eternal Champions by Sega. Will this game utilize all 6 buttons?

Joe Payne

Lake Ronkonkoma, NY

What's with Sega's 6-button controller? After forking out 20 bucks for a new one, I find out there are no new games that can use the new buttons. I hope it wasn't developed just so Capcom could make Street Fighter II for the Genesis. Are there any games planned in the future?

Carl Lawmen

Los Angeles, CA

(Ed. When we first caught word of this controller in development in Japan, it sparked the idea that Capcom was actually developing a Street Fighter II for the Mega Drive. Naturally, Street Fighter II is compatible as is Eternal Champions from Sega. Many other Sega games are now being developed for this controller. Ranger-X, NFL Football '94, and many of their newer sports games. Also, Electronic Arts' title, Technoclash, can use the 6-button controller.)



Just spent \$20 on Sega's controller?
Ranger-X and SF2 can use it!



Shred some head on ~~on~~
your thumb toward-down-toward and hit Buntun ~~on~~
move is much easier than on an old-fashioned control pad.



ear 'em up with Kano's name...
ring-edge fast! Hold Start and slide your thumb from
away to toward on the Touch Sensor. As fast as you can
slide, you can throw.



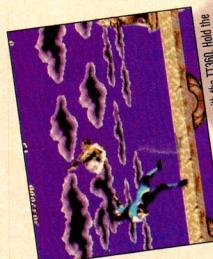
Get over here! The Touch Scorpion ain't no Scorpion's Spear. Rapidly press the Touch Scorpion twice and press Button A.



our opponents with Raycast. Press
Button A and slide your thumb from down to
toward your enemy.



10



...nano's Spin Attack is a breeze...
Start Button and run your thumb around the Touch Sensor toward your opponent. Release the Start Button to unleash the attack!



"There's a sleeky... over your enemy, turn and press Button C. You can make a throw they can't beat!



Now Liu Kang's **Illusioning**... Hold the **Scalp** button and, starting with your thumb at the bottom of the trackball, make a full circle towards your opponent. The **Scalp** button must be held throughout the entire circle.



diagonal action. Press the Sub Zero Freeze. Hold down Bullseye A and with the Sub Zero Freeze. Hold down Bullseye A and thumb on the Touch Sensor from down to toward.

BATTLE TESTED IN KOMBAT

When you go into Kombat, you need a controller that's fast, that gives you all the action you want – easily and effortlessly, and that destroys your opponent, not the game. That's why you should be using the Turbo Touch™ 360* to play Mortal Kombat® and all of your other favorite games. The Turbo Touch 360 "touch sensor" allows your thumb or index finger to move effortlessly across the sensor plate – you don't have to push down. Objects on the screen move as fast as you move your finger, you get real diagonal and true circular control, and you really feel like you're in the game. The pay-off is being the ultimate fighting machine and defeating your opponent... you know the guy using the old-fashioned control pad.

So, go into Kombat to win –
to battle tested with the Turbo Touch 360.

The Ultimate Fighting Machine



For the name of your nearest Turbo Touch 360 retailer or to place an order, call **1-800-858-7429**.

Mortal Kombat is a registered trademark of Midway Manufacturing Company.

Entertainment, Inc. 1992

INTERFACE

LETTERS TO THE EDITOR

WHERE ARE THE CDS, MAN?

What's up with the Sega CD? Where are all of the radical games I expected to see and where are the numbers Sega promised like 20 to 30 games in the first three months? Sometimes I think Sega will just give up on its CD-ROM system. Why is this happening? All of my local retail stores are sick of seeing me around asking them questions. Silpheed and Rebel Assault show promise, but the way things have been, I probably won't see them for quite some time. Please find out and tell all of the dedicated Sega CD fans if this is all they have planned for a system that showed so much promise.

Bart Balogit
Pleasant Hills, PA

(Ed. Although Sega and their third-party licensees haven't exactly been speedy in their newer game releases, it does take a lot more planning to get a compact disc-based game perfect. The most noticeable delay is obviously what kind of music the game will have. Does the company seek out a musician to compose CD quality music or, if it's a cartridge-based game, do they keep the chip music and just add more levels to keep the memory usage low? When Sega first debuted their Joe Montana CD way back at the Sega CD introduction, Sega continually made changes and tweaked the game play so it was the best it could possibly be. The addition of the digitized sequences with Joe Montana pushed back the release date even further. The final project of Joe Montana NFL Football is just coming out now and it should be worth the wait. Sega's exciting Silpheed and JVC's amazing Rebel Assault, games only possible on the Sega CD, are both still respectively slated for a September and a December release.)



Some CD-based games take more planning than the cartridge version.

WHERE ARE...

I really enjoyed the July issue except for the little part about Ranma 1/2 when you said it probably wouldn't come to the U.S. I'm a big Ranma 1/2 and I own the comic books, the two animation movies and I try to catch it on TV when I'm not working. I have a Sega CD and a Super NES and when I found out it was coming out for these systems, but only in Japan, I got very upset. If you could take a poll in your magazine and see how many people would like to see Ranma 1/2 on a game system in the U.S. The poll idea worked for Time Gal, why can't it work for Ranma? I feel you are my only hope for bringing Ranma 1/2 to the U.S. for good.

Jeffrey Johnson
Bronx, NY

My favorite NES game of all time has got to be Tecmo Super Bowl. I have heard rumors that Tecmo is producing Tecmo Super Bowl for the Genesis and Super NES. The NES cartridge was very awesome and I was hoping to get this Genesis version.

Chris Wright
Birmingham, AL

(Ed. Well Jeffrey, there's no need to go to all that trouble of a survey because DTMC has picked up the rights from Viz Select, the group that produces the comic series, to release Ranma 1/2: Hard Battle on the Super NES. All of the characters and backgrounds have stayed exactly the same, with the only change being the voices as the characters perform their special moves. The change was probably made to coincide with Viz Select's upcoming releases of the movie and television series which have been dubbed into English. Check out the Fact File on page 128. As for Tecmo Super Bowl, Tecmo has developed a Super NES and a Genesis version based on the mega-popular NES cartridge. Look for improved graphics, snazzy cinemas and, of course, all the fun of the original. Again, check out the Genesis Fact File on page 178.)



Ranma 1/2 and Tecmo Super Bowl are on their way to store shelves.

WHAT IF!

Ever had a revelation? Okay, how about something really strange about the video game industry? If you've got some strange combination you feel everyone should know about, send it in!

WHAT IF...

...Baleog's finger got stuck up his nose for good?

...You could use a Game Genie on Sega's Night Trap? Hmm...

...Street Fighter III came out and no one seemed to care?

...There was a Barney video game coming out?

...The New Kids on The Block video game was a Super Scope 6 title?

...Dhalsim's other parts stretched to new lengths?

...Martin actually got a haircut?

...Cyber Boy actually found a real girlfriend.

...Barney was the main star of Jurassic Park?

...Ranma was pregnant in his female form and then changed back to a male?

...Nintendo released a Donkey Kong All-Stars?

...Luigi was also missing?

...Zombies ate your neighbors?

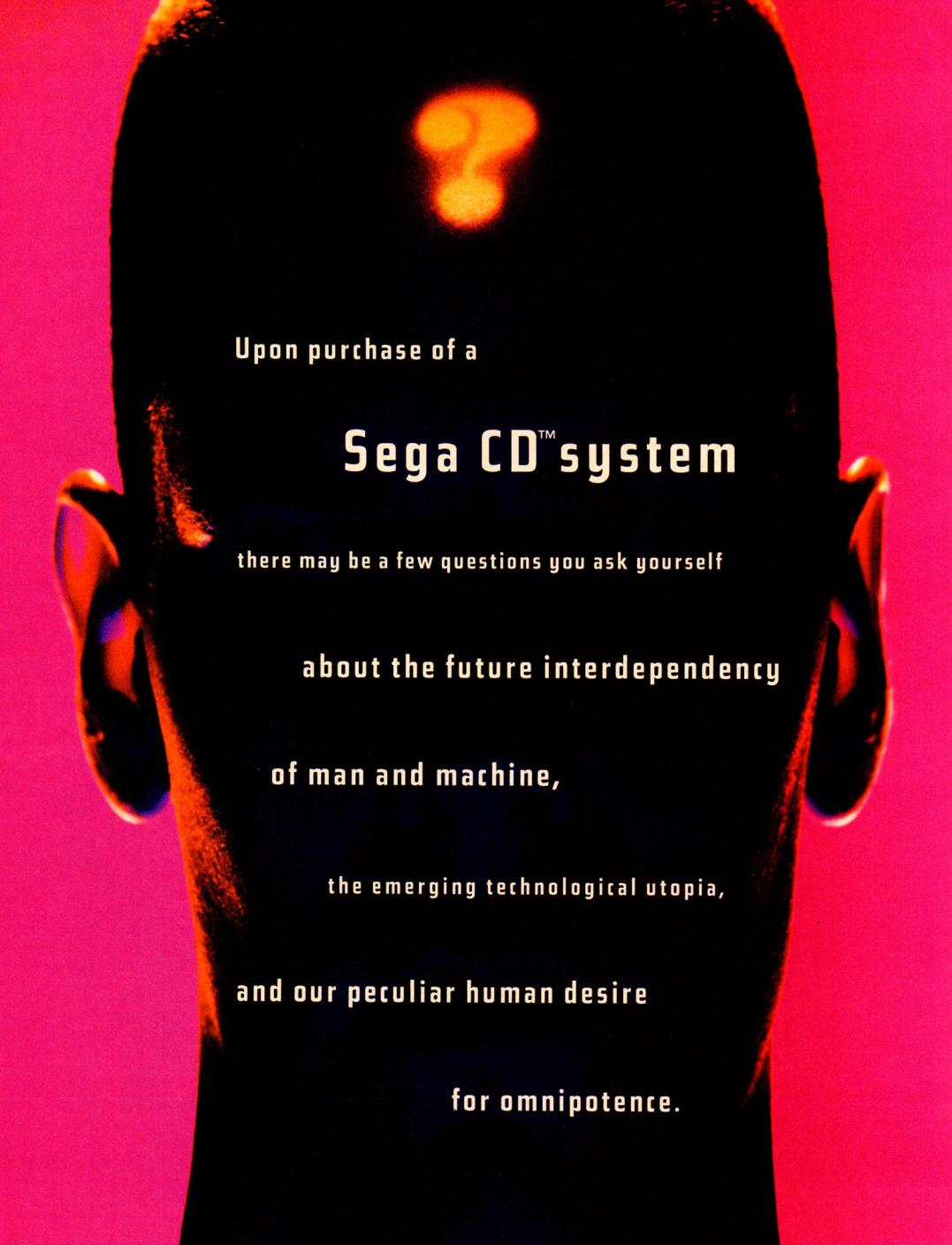
...They came out with a controllerless cord?

...Sushi-X was forced to participate in the Zelda for GameBoy tournament?

...E. Honda lost his loin cloth while fighting Chun Li?



Send your 'What If's' to:
EGM What If's
1920 Highland Ave. Suite 222
Lombard, IL 60148
Or include your 'What If's' as a P.S. on a letter or postcard you're sending in.



Upon purchase of a

Sega CD™ system

there may be a few questions you ask yourself

about the future interdependency

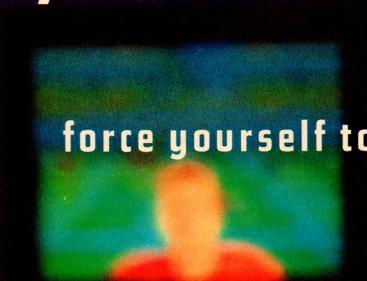
of man and machine,

the emerging technological utopia,

and our peculiar human desire

for omnipotence.

But,



force yourself to get over any

philosophical crap

quickly, and just play

the coolest system

ever made.

The compact disc comes to the video screen. And it carries about 200 times more digital storage space than any cartridge can. So what? So it means with the new Sega CD™ game system hooked onto your Genesis™ video games can now feature true video action of real people, in real places, doing—well, real things. It also means animation is sharper than ever. And with CD technology, games can have more levels than ever before. Alright, give your eyes a rest for a moment and let's talk sound: clear, crisp CD sound. Because Sega CD is a regular CD player, it can hook right into your stereo and play your favorite albums. And when it's time to play a game,

W E L C O M E T O



Sega CD creates sense-surrounding CD-quality sound that'll pretty much blow any other game system away. Wow, all this power in a sleek new design and simple on screen controls, what more could you possibly want? Sewer Shark™? You got it—this best selling TruVideo™ action/adventure comes with every new Sega CD. So check out the interactive system everyone's been waiting for, plus a whole library of action, sports, adventure games and more. Okay, so the future arrived a little sooner than we thought. Let somebody else worry about it. It's time to play.

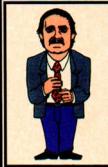
SEGA 

H E N E X T L E V E L

REVIEW CREW

MEET THE REVIEW CREW!

ED SEMRAD



Seeing the head cheese at the office has been a rarity lately. He's flown well over 15,000 miles this past month! Chicago to San Francisco to N.Y. to Tokyo and back!

Current Favorite Games:
Total Eclipse, Phantasy Star IV, Virtua Fighters

DANYON CARPENTER



Good ole' Dano has had his hands busy with a ton of hot softs and a new promotion. Since Dragon Ball Z 2 is coming out, he's saving his hard-earned pennies.

Current Favorite Games:
Ranger-X, Dragon Ball Z, Super Mario A.S.

MARTIN ALESSI



Martin is about to collapse onto his 'puter as he finishes up the last of the EGM redesign. Now it's time to scout the local arcades for a Super SF2 machine!

Current Favorite Games:
Super SF2; Super Mario A.S.; Ridge Racer

SUSHI-X



The nubile ninja is on his way back to a secret test location in Japan that's rumored to have a Super SF2! Fatal Fury Special is moving in on SF2's action. Way to go SNK!

Current Favorite Games:
Super SF2, Turbo SF2, Fatal Fury Special

MIKE WEIGAND



Also known as Major Mike, Mr. "W" is getting over a bad case of warts and a nasty rash. Seriously though, Mike is another new addition to our infamous "Crew."

Current Favorite Games:
Battletoads, Z.A.M.N., Battletoads/Double Drgn

41 GAMES REVIEWED!!!

Super Bomberman, Redline F-1 Racer, Bio Metal, Battle Blaze, Super James Pond, Run Saber, Goof Troop, Operation Logic Bomb, Battle Cars, Super Widget, NBA Showdown, Nigel Mansell Racing, GP-1, Rock & Roll Racing, World Heroes, Plok!, NHL '94, Incredible Crash Dummies, Hyper V-Ball, F-1 Pole Position, Wolfchild, Rocky & Bullwinkle, Ranger-X, Strider Returns, Techno Clash, Sorcerer's Kingdom, Mid-29, Bill Walsh College Football, General Chaos, Chase H.Q. 2, Silpheed, J. Madden CD, Star Trek TNG, Flintstones, Pugsley's Scavenger Hunt, Aliens Vs. Predator, Real Ghostbusters, Global Gladiators, Final Fantasy Legend 3, Jurassic Park, Strider Returns GG

GAME OF THE MONTH

Super NES Hudson Soft.

Super Bomberman

Action	Release: Now
Levels: 42+	4 Meg



ED SEMRAD



EDITORS' CHOICE
PLATINUM



DANYON CARPENTER

Super Bomberman must be one of the most addictive games since Tetris. The one-player game is above average, but the multi-player mode is truly great. The many new icons, and the colorful backgrounds are great enhancements. This is one game that you won't be able to put down for hours. Super Bomberman rules. If you haven't tried Super Bomberman, I suggest you do. It may look like a stupid game, but believe me, it's cool.

MARTIN ALESSI

Get your friends and family together to play this one. Once they start playing, it'll be next to impossible to take them away from it. The one-player adventure mode is great, but the multi-player game is the real reason to get this game! Bomberman's new kick and throw abilities make this a total riot. The supergame is awesome. Blowing up walls and your opponents is as addicting as playing Tetris.

SUSHI-X

This game is a super sequel! The original was both fun and addictive, but this one is even more so. As a fighting game fanatic, I love the challenge of three other players, but even alone as a maze game, the cool techniques and cute graphics will win you over. Dozens of levels and strategy make this a winner! If your thumb gets sore from SF, play this and you can continue the thrill of competition without the callouses.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

LICENSED BY
Nintendo



ART OF FIGHTING



ARCADE SMASH HIT!

Based on the super-hot NEO-GEO arcade game coin-op, Ryo and his friend Robert must use all their strength and skills to battle and defeat the toughest fighters ever assembled. South Town is

no place for the weak. In this urban battle zone Ryo and Robert brave the mean streets in order to rescue Ryo's kidnapped sister. These two fighters are big. Powerful. Strong. Each with special skills game players love to use.

- Huge graphics plus blazing fast animation
- Cinematic zoom-ins and zoom-outs
- Big cast of characters - 2 heroes and 8 others
- Dozens of secret moves to discover and master
- Extended stereo sound effects
- For 1 or 2 players

TAKARA®
Video Game Division

230 Fifth Avenue, Suite 1201-6, New York, NY 10001
Tel: 212 689-1212

Nintendo®, Game Boy®, Super Nintendo Entertainment System®, Super NES®, and the official seals are trademarks of Nintendo of America Inc.
© 1992 Nintendo of America
Art of Fighting™ 1993 SNK

IT'S THE THING THE

THE NEW **asciiPad SG-6™** AND

Fighter Stick SG-6™

Introducing the new asciiPad SG-6™ and Fighter Stick SG-6™ for your Sega Genesis®. Next to the power cord, they're about the most important things you can plug into your system. That's because we've basically redesigned our new controllers from the plug up. They're contoured to fit your hand like your favorite baseball glove. And tough enough to last through more than a few street fights. While we're talkin' about street fights, check out the six fire buttons. Yeah, that's right, six buttons—just what you need for the hot new wave of Sega six-

button games (SG-6's kick butt on regular three-button games, too). Crank in features like Turbo Fire, Auto Turbo and Slow Mo, and you've got enough firepower in your hands to send your opponents into orbit. And since there's

ASCIIWARE

none of that wimpy programmable stuff,

you'll be able to take 'em over to your friend's house without getting called a cheat. So keep your eyes open for the new asciiPad SG-6 and Fighter Stick SG-6. They're hot, they're new—and hey, they're already a hit.

IT'S HOW TO WIN.

QUARTERMANN'S

Q-LETTER

GOSSIP FOR EGM SUBSCRIBERS ONLY!

THE TRUTH BEHIND NINTENDO'S NEW 64-BITTER...

...With my bags still packed, I'm fresh in the door from my whirlwind tour of the globe! Out of all the news the Q-Mann gathered in his travels, the most incredible was definitely the announcement from the big 'N' that they would skip the CD super system which they touted at the Spring's developers conference (where yours truly nabbed the specs to what would have been a wondrous piece of programming power) and plow their bucks into a NEW system to be jointly developed between Silicon Graphics and their own in-house tech-heads. Sure it may make for a good line heard 'round the world, but the nitty-gritty of this self-proclaimed 64-Bit powerhouse, dubbed "PROJECT REALITY," is something less sensational. Now the Q's not here to diss the machine, but sources close to yours truly have confirmed that SG's involvement was peripheral at best. Rumor has it that their involvement with this summer's Jurassic Park movie (which used a beefy version of the chip set Nintendo plans to use under the hood of REALITY) cinched a development deal with Nintendo to help flesh out the final stages of the pre-pro design. It sure didn't hurt SG's stock any...

THE TRUTH BEHIND SUPER STREET FIGHTER...

...While the boys at EGM Central have plowed through the latest Street Fighter update, the Q-Mann has more insider info related to the recent rumors of discontent within the ranks at Capcom. Seems several of the staff responsible for the first Street Fighter 2 were a little agitated at the lack of attention (not to mention bucks) they received while their games made zillions of dollars for practically everyone else. Many in the original group splintered off to form an in-house office for SNK (as previously reported), and are hard at work on the latest batch of Street Fighter clones, including a couple of tasty entries like Fatal Fury Special and Samurai Shodown. Super Street Fighter 2 was jointly designed by dual teams of Japanese (responsible for Cammy, Fei Long, and Thunderhawk) and American (Dee Jay) producers. Although the U.S. office put up a big fight to keep the speed of the Turbo version, the white shirts prevailed and the end-product, while packed with some super new moves and enhanced techniques, is a step back in speed to the original SF2. What can you do...

THE TRUTH BEHIND BLOOD, MEGS, AND NINTENDO...

...During the recent press announcement of PROJECT REALITY, the Quarter-Meister managed to corner the Nintendo Prez for the straight scoop on why Mortal K ended up sweaty. Via Terry Aki's masterful translation, Mr. Yamauchi said "...in America, Nintendo was criticized for ordering excessive violence taken out of a certain fighting game. It is true that we did ask the maker to tone down some of the excessive violence. As providers of home entertainment, we have certain responsibilities and if this title was sold as it was originally made, it could have become a major social issue that could escalate. We didn't want that to happen." Geez. Lighten up, we're talking VIDEO GAMES, not the plague...Mr. Yamauchi also offered this exclusive tidbit to Q-Letter readers - the first 24-Meg Super NES game will hit stores next year! It's called Fire Emblem and will feature some heavy duty RPG scenarios. He also hinted that a number of 32-Meg games are just around the corner but added that early next year meg size will become a thing of the past thanks to a number of new compression programs. Nintendo plans to use to cut program sizes in half...

THE TRUTH BEHIND THE ATARI JAGUAR...

...Just had my first hands-on with the 64-Bit Jag and although several developers I was with lost their creamy filling over the console, the two games I laid eyes on were very average. The side-scrolling shooter had little parallax and played like a European blaster, while the 3-D Alien game looked more like a funky version of Wolfenstein 3-D. They crowded about "less than 20" licensees, but the only big names expressing interest were Iguana and Interactive...

...That's it for this issue, kiddies, but stay straight and true and you'll hit me head-on in a quick 30.

- QUARTERMANN

QUARTERMANN'S TOP TEN THINGS ATARI MUST DO TO MAKE JAGUAR A SUCCESS...

Out of the darkness comes the latest weapon in the battle for your video gaming coin! The Atari Jaguar has been heralded as the next generation of gaming, but in a land filled with more big guns than Beirut, will the Atari make it or break it? (Special Note: If you're particularly chummy when it comes to the A-Force, replace "fail" with "success." Got it? No problem!

10. New ideas. Pong is still Pong, even if it's done in 64-Bits.
9. New booth. Atari should consider getting a booth at CES. People will really take you more seriously if you get out of the Telegessers area.
8. New name. People don't trust video game systems named after cats.
7. New look. You need to do more than polygons for 200 bucks. Polygons. Sounds like a new "Lucky Charms" shape.
6. New support. It's hard to go far with only one third-party licensee.
5. New insight. It's even harder when that licensee is "Butthead Software."
4. New reason. Insect Politics.
3. New, snappy fragrance. The office air fresheners haven't been changed since 1985.
2. New partner. IBM is making the damn things! IBM wouldn't do something that loses money...would they?
1. New marketing. Spend a dollar. You might be surprised what happens when people know about the machine.

Them's the digs for this issue, boys and girls. Look for more Q-insight in the next exclusive edition of the Q-Letter!

Q-MANN TARGETS THE HOTTEST GAMES NEW AND UPCOMING

Super Mario Bros. All-Stars Collection

Although the concept of Super Mario was getting the Q-Mann bored, the thought of playing the same old games I'd played before made my yawn-meter kick into overdrive. This cart combines all of the three previous 8-Bit Mario adventures, throws in the Japanese version of Mario 2 (which was closer in style and content to Mario 1) and packages them in some slick 16-Bit graphics. The result? Combined with a few new tricks and some expanded game play, this cart KICKS! I didn't think the Q would find much to like about games that are nearly 10 years old, but with the Super NES powering them, this title scored a direct hit!

Street Fighter 2 Turbo Edition

How can you go wrong? This game totally blows its predecessors away with better technique, more animation frames, and faster action loaded into its 20 Meg brain! The latest installment gives home gamers all the updates that the coin-op had, along with the same menus to let you tailor your characters. Some special codes (see the September EGM) even let you turn the game into ANOTHER SF2 game that moves at hyper speeds. Absolutely brilliant!

Actraiser 2

The gurus of Enix have listened to EGM and produced a version of the award-winning action/epic, Actraiser, sans adventure sequences. The battles in this game are truly addictive, giving way to some of the most fluid animation you'll ever see out of a home system. Great stuff from beginning to end!

John Madden '94

With improved graphics, sound effects, stat screens and the addition of the real NFL teams, John Madden '94 is proof that some games, like fine wine, do get better with time. This title has grown better and better each year and, despite the subject matter remaining constant, still manages to deliver big thrills each year. The Super NES version has managed to work a few of the kinks out of the earlier versions, successfully dishing out some great play.

That's it for this installment of the Q-Mann Reviews, kiddies, but be sure to dig into the next edition of the 'Letter' for more down and dirty info from the guru of gossip! We're off to Japan for a very special preview in the next issue that's guaranteed to be loaded with the best that gaming has to offer - exclusively for loyal EGM readers just like you!

Also, don't forget to look up my new column in HERO ILLUSTRATED, the hottest magazine covering the explosive world of comics and collectibles! With several pages of gossip, full-color pix of the hottest games, and incredible Q-News, HERO is the magazine for comic and video game fans alike! 'Till next time...

BIGGEST TO HIT SEGA.



REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

Redline F-1 Racer Absolute / Super NES

If you can figure out how to get into the actual race (and past all the fandangled options that precede it) then veteran race fans will feel right at home with yet another (boy, there are a lot of these racing games this month!) racer. There are plenty of cars to choose from.

7

Bio Metal Activision / Super NES

All the elements of an average shooter are here: huge bosses, tons of power-ups and weapons, and great graphics. Unfortunately the perky techno-pop music by pop group 2 Unlimited just doesn't belong—unless you can dance your feet and play the game simultaneously!

6

Battle Blaze American Sammy / Super NES

UGH! This one-on-one fighting game needs better control and more fighters to choose from. Not exactly the greatest challenge either—some fighters have very unfair advantages over others and can win almost every match. The graphics are alright, but the sound needs work.

5

Super James Pond American Softworks / Super NES

The phantasmagoria of backgrounds in some areas is appealing, yet that is the best thing about Super James Pond. James' ability to make himself tall is quite interesting, but that is really the only special thing about him. Fans of JP may be better off with his Aquatic Games.

5

Run Saber Atlas / Super NES

This is nothing more than Strider for Super NES except with the added option of two-player simultaneous play and the option to play as a woman warrior (easy, guys!). The game could have been longer, but it's still a great trip! The warrior color change is a big plus.

8

Super NES Capcom

Goof Troop

Action	Release: Now
Levels: 5	4 Meg



Goof Troop is a fun action/adventure game that will entice almost any player. Goofy has an assortment of wacky animations. The puzzles, strewn throughout the game, are not too tough—nor are they too easy. A welcome challenge that works particularly well. Goof Troop works very well when it is two-player simultaneous. It can be a bit repetitive after a while, however. Overall it's a fun game with all around good features.

Goof Troop is a fun game, but it falls short in a couple of areas. First of all, I can't stand games that have beaten enemies reappear when you enter the room again. Also, the game is just too easy! It seems strongly geared toward the younger playing audience. Veteran gamers should have no problem clearing many of the levels. I think it's a terrific game that looks and feels exactly like *Zelda: A Link to the Past*.

Not since *Zelda: A Link to the Past* have I played an action/adventure game this good. The play mechanics and overhead view are reminiscent of *Zelda*, but the theme and story are truly Disney. There are plenty of cool scenes to find, with little tasks and puzzles to keep it interesting. The music is upbeat and whimsical. Goofy, his son, Max, and other Disney characters are hilarious to watch! It's fun!

I'm generally not into this kiddie type of stuff, but I must admit that *Goof Troop* is a fun puzzle game to play. Surprisingly, the later levels get quite challenging. This game requires enough skill and brains to keep you busy, plus it keeps you coming back for more. The look and sounds are pure Disney. Cute cartoon-like characters and tools will appeal to kids, but the puzzle challenges will keep the older crowd going. Try it!

Super NES Jaleco

Operation Logic Bomb

Action	Release: Now
Levels: 10	8 Meg



For fans of games like *Metal Gear*, this game should be a winner. Its graphics are pretty good, and the many weapons at your disposal tremendously add to the technique. The explosions might be a bit cheesy, but it's a small price to pay for a generally fun cart. The plot line of *Operation Logic Bomb* is really well done. The best part of this game is the non-stop action. If it's excitement you want, this game is packed full of it.

Looking for a 16-Bit version of the NES classic *Metal Gear*? *Operation Logic Bomb* has to be it! Although this game is a simple blast-a-thon, the variation of the weapons and levels more than makes up for its lack of involving strategy, except that there are some secret rooms to find that have important weaponry in them. As with too many games today, this one is a bit on the easy side, however it is still fun to play.

I have to admit I wasn't expecting to like this game. I think this may be one of the sleeper games of the year. The intricate story line is very cool, but this car's most outstanding feature is in its play control. Being able to lock your man in firing position, while moving in any direction, is a big plus. You can totally blow away the 'bots that come your way. An awesome version of Alien Syndrome, if I do say so myself!

Not since *Alien Syndrome* has a maze shooter been this fun. The weapons are very useful and the levels get rough quickly. However, the control is right there with you to aid in the shoot and dodge tactics. A big plus is the locking of your firing position and your weapon's quick response. Sharp looking graphics keep your eyes busy while your controller will always be kept busy! Cool weapon and story previews!

Super NES Namco

Battle Cars

Racing	Release: Now
Levels: 9	8 Meg



Battle Cars is a great idea. Putting together the best features of the available racers, it comes up as a top-notch cart. The control may take getting used to, but it's easy to learn. The two-player option is an added bonus. It's a great idea to be able to blast opponents. On the downside, sometimes it is hard to hit someone directly in front of you. It seems to be one of the best racing games out there. Racing fans should love this one.

Battle Cars mixes in the best of *F-Zero* and *Mad Max* to come up with a game yet to be rivaled. The many options for tuning up the car are nice, but the best aspect of the game is buying loads of helpful weaponry. The track scrolls nicely with highly detailed cities in the background, but the car jitters around too much when making high speed turns. The Boss cars in some levels are a real pain in the butt! A very challenging game!

The concept of cars blowing up other cars is tired and so is this game. This is just *F-Zero* with a gun and has taken no further steps to improve upon it. The graphics aren't anything special and the sound is substandard. The worst part of the game is trying to blow up opposing cars. This is very hard when your car is equipped with incapable weapons most of the time. A worn-out theme. No sir, I don't like it!

It looks like *F-Zero* but it just doesn't have all that good stuff. The sounds are a bit weak, but the graphics are impressive enough to keep you playing. Also, it could benefit from a better selection of weapons to use against your opponents. Some of the steering and zooming effects are a nice touch, but the sounds and graphics need a little more attention to detail in order to make this cart a top driving game.



This world tour isn't exactly a vacation.

This time the Mad Gear Gang is out to conquer the world. As insurance, they've kidnapped Genryusai and his daughter Rena. To save both, Mike and his new partners Carlos and Maki must fight through 6 levels filled with enough boss characters to kill them many times over. Whether you fight alone, or use the new two player simultaneous option, you will need your hottest moves to eliminate the Gang forever. The world depends on it.



Haggar's headbutt and Maki's spinning bandana leave their opponents in bad shape.



Carlos is a real cut-up with his sword, while Haggar plans his next move.



Haggar leaves 'em out to dry with his cobra spine and Maki executes her flying kick.

Now You Can Get Game Codes And Exclusive Street Fighter Information Anytime. Just Call 1-900-680-2583
Call charges are 95¢ for the first minute and 75¢ for each minute thereafter. Please ask your parents' permission before calling.

©1993 CAPCOM USA, Inc. Final Fight 2 is a trademark of CAPCOM. CAPCOM is a registered trademark of CAPCOM, Ltd. Nintendo and the Nintendo Entertainment System are registered trademarks of Nintendo of America. For more information, call (408) 727-1665.

CAPCOM®

REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

Super Widget Atus / Super NES

A small purple critter with a big punching fist that can change into mutated forms may be more geared for the little ones, but it suffers from truly horrible control. Besides, what's a Widget anyway? Isn't it what all those hypothetical corporations make in business classes?

4

NBA Showdown Electronic Arts / Super NES

NBA Showdown may have been really something if it wasn't for the choppiness during game play—it totally interrupts the game play at times and can be rather frustrating. However, the ability to switch between players during the game, and other actions, are simple to execute. What a plus.

7

Nigel Mansell Racing Gametek / Super NES

This is an awesome racing game, and making an appealing racing game isn't the easiest thing in the world...this sounds familiar! Several options and tracks add flavor, and the graphics are incredibly fluid! Killer sound effects, too! This takes time and patience to master.

8

GP-1 Atus / Super NES

Argh! More racing! This is another behind-the-vehicle perspective racing game except it's more like Road Rash—you ride a motorcycle (but there is none of the side-by-side brutal fighting.) Getting used to your racer takes some time, but overall it is a very good racing game.

7

Rock & Roll Racing Interplay / Super NES

Music makes all the difference with this smash-and-destroy racing game. The two-player mode is a real blast to play! The several tracks and alien planets on which you can race add the variety the game needs to stand out. So crank up the stereo, grab the controller, and get ready!

8

Super NES Sunsoft

World Heroes

Fighting	Release: Nov.
Levels: 8	16 Meg



World Heroes is a pretty good conversion of the NeoGeo version. The voices are clear and all the characters are here. The best part of this game is the Death match, where anything goes. It would be nice if there was blood when you hit the spikes, though. The play control is good for most of the fighters, and the only real down point is that it plays slow. Fighting fans who can't afford a Neo will be pretty happy with this one.

For a company to release a fighting game in today's market, it has to offer something really special and World Heroes just doesn't cut it. The game is very old, one of the earlier NeoGeo titles. While it can be fun for a while, the thrill is quickly lost. The moves are somewhat easy to do but they just don't have much pizzazz anymore. It's too bad this game wasn't released on the Super NES a year ago. It could have been a contender.

Is this supposed to be a fighting game or just another attempt to capitalize on SF2's success? While the graphics and sound are okay, the game really takes a dive in game play. The moves are nothing special and they don't animate very well. The pace of each fight is as slow as molasses. After a while I just didn't want to finish a fight. I don't know about you, but you won't find me waiting in line for this one!

Well it ain't Street Fighter, that's for sure! The NeoGeo version was kind of fun, but this one got the game play pulled right out of it. The characters look really good and the sounds are decent, but with the lack of control and sluggish response, it just doesn't measure up to a good fighting game. With a bit of game play tweaking this could have been a good port from the Neo. Unless you're tired of SF2, don't bother.

Super NES Tradewest

Plok!

Action	Release: Oct.
Levels: 64	8 Meg



Plok is a terrific action game. The music and animation—not to mention the graphics—are sweet. The unusual power-ups are a big plus, as they add to the humor of the story. While the bosses aren't anything to write home about, the actual game is visually stunning. The challenge level is really high, possibly turning off younger players, but hard-core gamers will love it. Tradewest has managed to make yet another killer cart.

Now here's a totally original character. Plok does what few characters could ever do—throw their limbs at enemies! The levels are drawn beautifully, with pastel colors and a few hidden surprises strewn about. I really love the old-time black and white levels. The music is fabulous and really draws you into the game. Although there are tons of side-scrolling games out there, don't overlook Plok. The battle suits are a great idea!

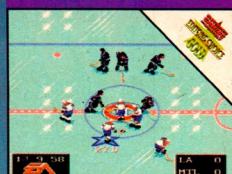
Whoa! Look out! Where did this one come from? It's so refreshing to know that there are some game companies out there with a little originality. Plok has got to be one of the most unique games to come out in a while. It's odd, but I really like his ability to throw his limbs at the bad guys. Most everything is done very well, from the colorful graphics, to the jamming music, to the excellent game play. What else can I say? I like it!

What a surprise this one turned out to be! You hear about something throwing its limbs around and you'd never expect the cool power-up suits and techniques involved. Each level is very colorful, with secret areas and warp points. The concept of arm throwing is catchy and there are plenty of situations to test it. Big levels and loads of variety are a plus. One downer is that it continues to take you WAY back!

Genesis Electronic Arts

NHL '94

Sports	Release: Oct.
Levels: N/A	8 Meg



EA and sports have gone hand in hand for a long time. Now, Electronic Arts has created what may possibly be one of the best hockey games. Using all new stats of real players, and the option of having four players compete, puts this game above and beyond the previous attempts. The controls are a little bit different from last year's cart. A must for any sports fan. EA is getting closer to making the ultimate hockey game.

I'm not a sports game fan at all, but this game had me glued to the controller! The number of teams was completely overwhelming, and the real statistics for every player added to the hockey realism. Electronic Arts seems to make their sports games better and better every year and this one is no exception. The control is a bit tighter than last year's, too. What's in store for next year? It's great with two players!

Even though this game is another version of last year's EA hockey game, NHL '94 will make NHL '93 seem like pong hockey. With the addition of the 4 Way Play, multi-player adapter, this is a total blast with either 2-on-2 or team play. New features like expansion teams, individualized rink music, crowd animation, penalty shots, and better playability make this one hot cart to put on your want list. Look out, Lemieux!

Hockey fans get your money out, cause this one is worth the bucks. Loads of new features have been added to NHL '94. Now there are four players with 2-on-2, or any other combination you may like. Other new features include real players' stats from the previous season, including faces and streaks. They also have the new logos and each team's rink music. The level of detail, from the crowd scenes to the control, is great!

TWO POWERFUL BROTHERS,
TWO DEADLY ARMIES,
ONE SURVIVOR.



1 OR 2 PLAYERS!
ARCADE ACTION!
INTENSE STRATEGY!

A GAMING EXPERIENCE ONLY POSSIBLE ON CD.



TURBO-CD, THAT IS.



TURBOGRAFX IS A REGISTERED TRADEMARK OF NEC TECHNOLOGIES, INC. (C) 1992, 93 HUMAN CORPORATION. WORKING DESIGNS. VASTEEL IS A REGISTERED TRADEMARK OF HUMAN CORPORATION. LICENSED FROM HUMAN CORPORATION AND CONVERTED BY WORKING DESIGNS, 18135 CLEAR CREEK ROAD, REDDING, CA 96001. FOR A DEALER NEAR YOU, CALL (916) 243-3417 EXT. 190. WE'VE ALWAYS WONDERED WHAT KIND OF PEOPLE TOOK THE TIME TO READ THIS NONSENSE. NOW WE KNOW.

REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

Incredible Crash Dummies LJN / Super NES

The Crash Dummy idea was never appealing, and this version proves the point. This side-scrolling, survive-the-levels-type game is cute at times, but the poor control and mandatory cheap hits by enemies ruin things. Still, there are a few cute aspects (but only a few). **4**

Hyper V-Ball Mc O'River / Super NES

This is the Super Baseball 2020 of the volleyball circuit. You can select either robotic or human players. This game did an excellent job of conveying the sport of volleyball on a video game format and is sure to delight sports fans. This is one of the best volleyball video games. **7**

F-1 Pole Position UBI Soft / Super NES

This is one of the more comprehensive racing games available for the Super NES! There are tons of options, and you select almost every component for your racing machine—gears, steering, etc.—just like buying a real car! The racing itself is very fluid and the two-player is a must. **7**

Wolfchild Virgin / Super NES

It's got great graphics, and some of the sound effects are dynamite, but Wolfchild loses big in the game play department. The punching and other attacks are awkward. This was a new idea, and the levels are huge, but the overall game is dull and rather unappealing. **5**

Rocky & Bullwinkle Absolute / Genesis

Double Ugh! This is almost a carbon-copy of the NES version, with the poor control intact! Dig the way Rocky attacks with those antlers and climbs the side of that mountain! The variety of games is nice, but the whole thing looks rushed. And now for some... thing you'll really like... **4**

Genesis Sega

Ranger - X

Action	Release: Oct.
Levels: 8	8 Meg



Ranger-X is a totally intense action/shooter. It has some of the best graphics ever seen on the Genesis, with more colors than any other Sega cart. If you look closely, you'll see a lot of little details that make it even better. Unfortunately, no matter how good it looks, the controls are not on par to the game itself. It needs better control, but the visual effects still blow away any other Genesis cart around. Worth trying out.

Ranger-X is incredible! It puts the many other action titles like it to shame—and then some! The difficulty is high, but it's welcome in this day of way-too-easy games! The colors are simply brilliant, as well. The control can seem a little quirky at first, however. The incredible variety of weapons, the non-stop action, and doses of strategy are pretty much unequaled by anything else. Oh so close to a perfect score.

The Genesis finally breaks its limited color barrier with more colors than ever! Yeah! I was looking forward to playing this cart with its all-new colors and excellent graphics, but was very disappointed at how poorly the game plays. Boo! I never got a feel for how to move my robot around effectively. It would move either too fast or too slow. This is a frustrating shooter that should've worked more on control than graphics.

Don't expect a robot game in the order of Cybernator. This robot needs a tune-up...bad. It seems to fly all over the place and takes too much time to get used to. It seems the whole game play is spent trying to hover and get control of your robot. The graphics are good and so are the sounds, but the play lacks any real excitement and response. Some may get into it, but it's frustrating to control the guy.

Genesis U.S. Gold

Strider Returns

Action	Release: Now
Levels: 5	8 Meg



As a major fan of the first game, I was eagerly awaiting this one. Strider Returns seems to be a longer game, and the music is above average. A lot of voice is also used. The main problem facing this cart, is the fact that the animation is choppy. It seems that a lot of the frames are just ported over from the original, and pieced together sloppily. If that could be fixed, it would be a worthy sequel to the original Strider.

This sequel just doesn't seem to do justice to the original Strider. The graphics are pretty bland and the animation is just way too choppy for a game like this. The music is nothing to write home about, either. Just what is good here? The levels are quite long, but I wish there were more enemies on the screen at one time (too much dead space). The game isn't completely horrible, I just had higher hopes for the sequel.

Coming off the very successful Strider game a few years ago, I expected the sequel to blow away the first game. Unfortunately, this cart contains few of the elements that made the first one so good. The control has tapered severely, and the graphic quality has also decreased. The only thing that is good in this game is the huge amount of digitized voices—and that's not saying much. I'd pass on it.

The first Strider, and the arcade classic that it stemmed from, were loaded with wall-climbing and swording techniques. As a sequel I expected this game to exceed the original...sorry, it doesn't. Sure the sounds are cool, but the graphics took a bit of a drop and the game play doesn't seem as sharp as it should be. The leaps are a bit hard to control and it doesn't quite have the pizzazz of the original.

Genesis Electronic Arts

Technoclash

Action	Release: Now
Levels: 7+	8 Meg



Technoclash plays like a poor man's Gauntlet. It controls too loosely, and the enemies kill you too quickly. The graphics are pretty good, and the many different weapons make an excellent addition to the theme. The audio of Technoclash is OK. The challenge level is very high, because of the tough adversaries. The backgrounds, though detailed, sometimes make enemy shots hard to see. Good but not great.

Technoclash is an interesting game. The combination of magic spells and combat action works well, but the game can become boring and repetitive way too quickly. There is a wide variety of magic spells but it's much too easy to get killed by every enemy on the screen. The backgrounds are nicely detailed but it can be hard to see the enemies. Technoclash is a great idea that should be more refined to make it better.

Let's see. Good stuff about this game: ...yah. Bad stuff about this game: 1) The sound can really get under your skin with its annoying drone effects; 2) The graphics are not very appealing and are kind of drab and dull; 3) The game's super difficulty setting just doesn't make it fun to play. In a nutshell, this game tries too hard to be some sort of supercharged Gauntlet, but falls way short. Too bad.

I love Gauntlet and RPGs, but this game seemed to try too hard. With all the weapons and characters it just doesn't have the playability that an action/adventure game needs. Also, they made this thing too hard, which makes it quite frustrating to play. If the sounds or graphics were exceptional it might have brought my score up, but both are just decent. It's nothing I'd want to spend a lot of time on.

An Ancient tower.
A Hostile land.
A Deadly secret.

Exile
Wicked Phenomenon

Exclusively for the
Turbo SuperCD system!



TurboGrafx is a registered trademark of NEC Technologies, Inc. ©1992 Telenet Japan Co., LTD. "Exile" is a registered trademark of Telenet Japan Co., LTD. Licensed from Telenet Japan Co., LTD by Working Designs, 18135 Clear Creek Road, Redding, CA 96001. Tell your friends about us, won't you? For a dealer near you, call (916) 243-3417 ext. 190.

REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

Sorcerer's Kingdom American Sammy / Genesis

There are basically two types of people for this kind of game: those who love them and those who hate them. If you are in the former, then you will probably love Sorcerer's Kingdom. Plenty of game play awaits the gamer here, so clear the calendar and dive right in.

7

MiG-29 Domark / Genesis

This game looks as if someone took a Ginsu knife to it—choppy, choppy, choppy! It is like watching a flight simulator movie with every other frame on the film stock missing. Being able to get behind the throttle of a state-of-the-art Russian fighter jet was a good idea, though.

6

Bill Walsh College Football Electronic Arts / Genesis

Fathom that, another sports game from EA! The idea of making this with college football teams is almost irrelevant, since it is almost identical to all other football games out there. The game play is solid, just as you would expect from EA, making it a must for football fans.

7

General Chaos Electronic Arts / Genesis

This is the ultimate one-on-one "fighting" game! The graphic animations and battles are absolutely hilarious—especially the fist-fights between two individuals! The one-player game is also a blast, with tons of options to choose from. Great for four players with the new tap!

8

Chase H.Q. II Taito / Genesis

This adds a nice twist to the usual behind-the-car perspective of so many racing games: you get to bash the criminals to a halt! Being able to use a semi-truck from Taito, with a police car just adds to the fun! A very good driver from Taito, with a nice twist that will appeal to non-racing fans too.

8

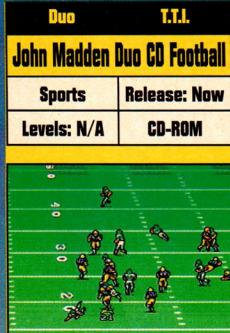


Silpheed has some of the most stunning visuals in a video game. The cinematics are unbelievable. The game itself is rather mundane. It is a simple shooter, that seems to lack real interaction with the amazing backgrounds. The game play is solid, however, and there is absolutely no slowdown whatsoever. I only wish there could have been more interaction. If you liked the classic arcade shooters, you'd love this one. They're very similar.

Silpheed would have received a lower score if it weren't for the mind-boggling backgrounds. The game is just not exciting enough to warrant a higher score. It's a shooter with simple Bosses and average power-ups. Don't get me wrong, though, I like this game. The cinematics are among the best I've ever seen and the backgrounds are incredible. I just wish some more emphasis was placed on the actual game.

Finally! A shooter worth buying for the Sega CD! This thing is loaded with cool full-motion animation from the **cinemas** to the battle stages. You almost just want to sit back and enjoy the show! One problem I found with the game is you can't really interact with the environment. Also I thought the Bosses could be a little bigger and should have had more intense attacks. It's great eye candy!

I really wasn't impressed with this product after all the hype that was circulating about it. To me it's nothing more than a Galaga game with 3-D polygon backgrounds. Worse yet, the background isn't interactive so the screen is unnecessarily cluttered. The weapons and power-ups leave something to be desired. If you're into the polygon shooters I'd suggest StarFox, but if you need something for CD it's not



I like John Madden Duo Football. It may not look as good as other football games, but it plays very well. The play selection screen is slightly confusing, but it's only a minor flaw. I especially like the digitized cinemas. They are definitely cool. The cheering of the crowd makes it the next best thing to being at the game. This is the best football game for the Duo. Simply put, it's a joy to play. The Duo needs more games like this.

Wow, I'm impressed! I didn't think Madden on any other format could rival John Madden on the Genesis. The game play is very smooth and the graphics are well done, although the players look more cartoony. The addition of the digitized sequences for the intro and the referee are fantastic. The sound effects are live, as is the cheering of the crowds. Grab the Turbo Tap and get a tournament going with your buddies!

For a Duo game, this is the best one topping TV Sports Football from a few years back. There are tons more plays, along with cool, digitized grunts, hits, and play calling which added to the game. This game actually plays as good as the other JMF games. The one problem I found with the game is the scrolling. It's too choppy and took away from the playability, but that's a minor thing. It's still one to get for any sports fan.

Finally a game for the Duo that plays as good as John Madden. Tons of play options with a sharp referee, and funny grunts and groans add to the appeal of this game. There are plenty of hits and tackles to keep football fans satisfied. The only drawback is the rather weak scrolling effect, but it's a small price to pay for the control and fun of this game. This outdoes all previous Duo football games and is worth it.



This game has a few cool features, like controlling all the aspects of the ship, but I felt put off by the many options. There was little explanation of what each crew member did, and under fire this was lethal. Despite the many things to do, I felt as if I wasn't in command. Some of the options were downright confusing. The graphics were simply average. I bet only Star Trek fans will like it. An average title for the NES.

I'm a fan of the Star Trek series and I don't really like this game. The control over the ship's operations was nifty but not very interactive. The crew seems like cardboard cut-outs because they lack the personality of the show characters. The real trouble comes when flying the ship because the control is backwards. You shouldn't push up to fly up. It's very confusing and frustrating, even in the vastness of space.

I would probably like this game if I was a big Star Trek fan, but, as it turns out, I'm not. So I don't think much of this game. I think the graphics are pretty decent, the sounds are okay, and the game plays very well. The many missions are welcome, but after playing a while, they become pretty repetitive and it starts to feel like you've played that mission before. Other gamers beware! Only for major Trekkoids!

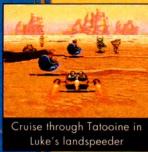
I am a Trekkie of sorts so I might be slightly biased toward this game. The graphics and sounds are nothing special, but for fans of the show it's the adventure, not the action, that will appeal to them. You act as captain, controlling the crew, ship, and everything else. It plays like an interactive adventure game so don't expect too much fighting. Decent for its size but I'd like to see it on the 16-Bit platform with more action.

JVC
JVC MUSICAL INDUSTRIES, INC.

SUPER STAR WARS



Heroic Battles in a Galaxy Far, Far Away



Cruise through Tatooine in Luke's landspeeder



Battle new alien forms



Get ready to attack the Empire



Take one Corellian smuggler, a kidnapped princess, a clod-kicker from Tatooine and the last of the Jedi Knights and you have the Empire's worst nightmare—a new hope for freedom. Join Luke Skywalker, Han Solo and Chewbacca on the greatest adventure the galaxy has to offer—Super Star Wars.

Blast your way through Jawa territory and into a bar room brawl at Mos Eisley Spaceport. Evade lethal storm troopers tenacious alien forms, and challenge the Lord of the Dark Side himself, Darth Vader.

All this, plus the incredibly intense 3-D graphics, music and sound effects that you would expect on the Super NES and demand from the people who brought you this classic movie saga. So grab your blaster, strap on your light saber and take on the Evil Empire in your quest for galactic freedom!

LICENSED BY
Nintendo®

SUPER NINTENDO
Entertainment by the billion



REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

Flintstones Taito / Genesis

Another great cartoon character bites the dust. Fred's moves (like ducking, running, and powering up his mighty club—easy, gals), look downright ridiculous. The levels are nice and long, but there needs to be more of them. In addition, the prehistoric End-Bosses are very weak.

5

Pugsley's Scavenger Hunt Ocean / NES

Here we have another version of the multi-platform game, this one for the good ol' 8-Bit. If you played the Super NES version, there is nothing here that is terribly different, except, of course, diminished graphics and sound. This is one of the better games for the NES system.

7

Aliens vs. Predator Activision / GameBoy

As if the one for the Super NES wasn't enough, here comes the portable version. Unfortunately, the game plays like it should be on a bigger format—like 16-Bit, maybe. All the action is confined on the tiny little GameBoy screen, and there needs to be more responsive control.

6

Real Ghostbusters Activision / GameBoy

As opposed to the fake Ghostbusters? Glad the distinction has been made! Run around and grab items while dodging ghosts. Sound routine? You bet! The game is a good time filler, just don't expect too much. This is a game that might really be something on 8-Bit.

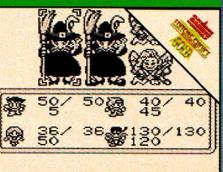
6

Global Gladiators Virgin / Game Gear

The Genesis version of this title was outstanding, with plenty of action and killer voices, so matching it on a smaller system is quite a challenge. However, this Game Gear version does very well, with huge levels and good control. Fans of the Genesis version should take a look.

7

GameBoy	Square
Final Fantasy Legend 3	
RPG	Release: Now
Levels: N/A	4 Meg



Though not quite "final," the latest in the Final Fantasy series is really a good game. Surprisingly, the graphics are really nice, considering that it's on the black and white GameBoy screen. This new adventure has the depth and mystery that made the others so cool. The plot line is convoluted, and it's a lot of fun seeing the story unravel. The interface is easy to learn, and makes this cart one of the best GameBoy RPGs around.

I really enjoy a good RPG and this is definitely a good buy. It seems that Square can do no wrong with their RPGs, even the portable ones. This game has a very involving story line to keep you interested, pretty decent tunes, and very detailed graphics add up to a real winner. Some of the little quests can be challenging, so be warned. This is one you won't beat in one sitting. I'll be playing FF Legend 3 for a good, long while.

Even though I'm not a big role-playing fan, I really like this game. When an RPG comes from Square, you already know it has to be good. Just like any of the FF games, this one has a long and involving story. There are many intriguing characters to interact with along the way. The graphics are not very detailed, but who cares; it's on GB. The best aspect of the game is the story, which makes it hard to put down.

It's no secret that I dislike the GameBoy in general, but I happen to like RPGs. The question remains is this game good enough to make me forget the eye strain and green screen? In this case the answer is yes. The story is great and the graphics are good for a GB. If you enjoy running Zelda, this game will keep you busy on those long train trips. I have to admit to liking a GameBoy game.

Game Gear	Sega
Jurassic Park	
Action	Release: Now
Levels: 5	4 Meg



License name aside, Jurassic Park is a great Game Gear game. The graphics are top-notch, and rival those found on the Genesis. Its control is refined, so it plays perfectly. The jeep scenes are a little weak, and they interrupt the flow of the game. The Bosses of these scenes had too many "cheap hits." The cinematics in the beginning are nice to watch, too. Action fans should like this game. One of the best portable games I've seen.

Jurassic Park is pretty cool. That's it. The graphics are nicely done with the right amount of color. The scenes while driving the Jeep are sort of cheesy and it can be hard to see the dinosaurs because the blurring is pretty bad. The action scenes, however, are better and give you plenty to do in the various stages. The weapons are nice and the dinosaurs offer a true challenge. JP is a good effort and a nice addition to a common theme.

Since I knew this was coming out for the Game Gear, I thought this wouldn't be as good as the Genesis version. With some cool graphics and some okay sound effects, I was surprised. It actually plays better than the Genesis version, which makes up for the 8-Bit downgrade. I miss the ability to play as the Raptor. That was one of the better features of the 16-Bit version which would've been neat to see on the portable screen.

After the Genesis version you'd expect to see something good for the Game Gear. This one won't let you down. The sounds aren't spectacular, but the game plays well and has a good variety of levels from car scenes to side scrolling. Graphics are good for the format and there are actually a lot of weapons to choose from. If you're on the go and need a game for those long trips to Grandma's house, try this one.

Game Gear	U.S. Gold
Strider Returns	
Action	Release: Now
Levels: 5	2 Meg



Strider 2 is surprisingly better on the Game Gear than on the Genesis. This game plays very well, has enormous levels to explore, and of course...terrible enemies. Sometimes it was difficult to know where to go. Some levels seemed pointless, like the ability to shoot shurikins at the enemies. The sounds need a little work, but not much. Strider 2 would make a good addition to any action player's collection.

Surprisingly, I find this version a bit better than its 16-Bit counterpart. The animation, by Game Gear standards, is fantastic with very little choppiness. The graphics are highly detailed as well. Strider 2 is very playable and offers some great looking and very involving levels. Some of the areas are pretty complex but never frustrating. The screen is very blurry at times because the game moves so fast, but I've seen worse.

Quality has taken a severe drop in this one compared to the Genesis version. I've seen better graphics and heard better sound from other Game Gear titles. The only thing that has remained constant is the game play, which wasn't much to start with. It is very annoying when you're hit and get knocked back half a screen. I became very frustrated and I found myself wanting to throw the system to the floor.

The graphics in this sequel took a big nose dive from the 16-Bit version. You'd expect some loss of quality, but this game isn't too appealing. The level scenes look very redundant and get boring fast. Also, the game play suffers from the lagging jumps and flying fall backs when you get hit. It takes a while to get the hang of this and it may not be worth it. The game would have benefitted from more power-ups and detail.

AT LAST...
USER-FRIENDLY
FOOTBALL!

FOOTBALL

FURY



SUPER NINTENDO
ENTERTAINMENT SYSTEM

American Sammy Corporation
901 Cambridge Drive, Elk Grove Village, IL 60007
Phone (708) 364-9787 • Fax (708) 364-9831



Here's a football game with a difference: it's easy to learn! If you're tired of wading through long, complicated manuals and frustrated by complex controls, how about a game you can just sit down and play? FOOTBALL FURY puts you right into the action, with all the great strategy and play options of the real thing. Whether you're a rookie or a seasoned pro, if you like your football fast and furious... FOOTBALL FURY is your game!

TM & © 1992 American Sammy Corporation. Nintendo, Super Nintendo Entertainment System and the official seal are registered trademarks of Nintendo of America Inc.



NAME YOUR SYSTEM AND... STEP INTO THE RING!

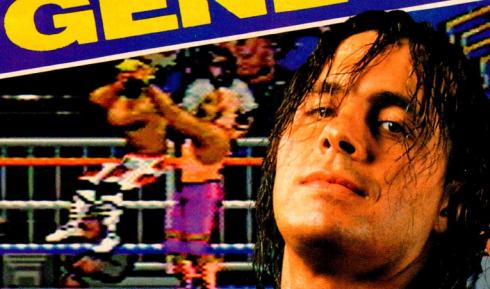
Get ready for the 16-MEG mayhem of **Royal Rumble®** on Super NES® and Genesis™!! Check out the all-new, pulse-pounding action of **King of the Ring™** for NES® and Game Boy®! Tournament showdowns... special moves...Steel Cage matchups... Royal Rumbles®... and more! If you've got the guts... we've got the game!



WWF
KING

OF THE RUMBLE

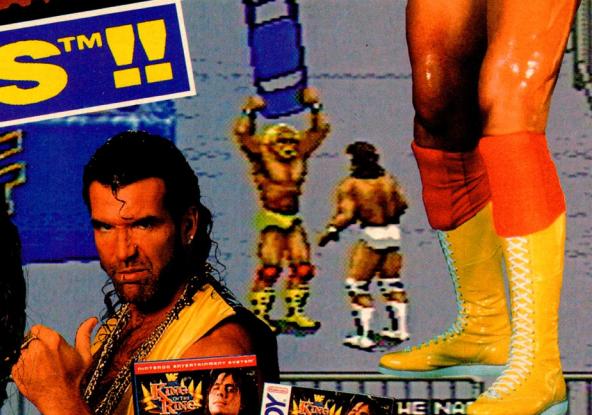
GENESIS™ !!



WWF
KING

OF THE RUMBLE

GENESIS™ !!



Akklaim
entertainment, inc.



OFFICIAL
WWF
WORLD WRESTLING
FEDERATION
LICENSED PRODUCT



EGM'S HOT TOP TEN

TOP TEN BOX ART

You can't judge a book by its cover, but is that true for home video games? If the box art for a video game is appealing enough, it may be enough of an incentive for people to buy it. Here are ten box art covers for various home systems that stand out on today's shelves—some of the art is so good it should be framed and hung on a wall!



CONTRA III



CHAKAN



CASTLEVANIA IV



SHINOBI III



SUPER STAR WARS



TMNT IV



LORDS OF THUNDER



STREET FIGHTER 2



GRADIUS III



STREET FIGHTER 2 - CE

EDITORS' TOP TEN



ActRaiser 2 was numero uno with us this month! Samurai Shodown was a very strong second!



#1	ENIX / ACTRAISER 2	
SNES	2 Months	△

#2	SNK / SAMURAI SHODOWN	
NEO	2 Months	-

#3	KONAMI / TMNT TOURNAMENT FIGHTERS	
SNES	2 Months	△

#4	VIRGIN / ROBOCOP VS TERMINATOR	
GEN	1 Month	-

#5	CAPCOM / STREET FIGHTER 2 TURBO	
SNES	4 Months	▽

#6	KONAMI / ZOMBIES ATE MY NEIGHBORS	
SNES	1 Month	-

#7	JVC / SUPER EMPIRE STRIKES BACK	
SNES	1 Month	-

#8	SEGA / SONIC CD	
GEN	2 Months	▽

#9	INTERPLAY / CLAY FIGHTERS	
SNES	3 Months	-

#10	ARENA / MORTAL KOMBAT	
GEN	2 Months	▽

READER'S TOP TEN

Well, well, well. Mortal Kombat for Genesis took on Street Fighter 2... and won! Not only did it knock SF2 off the top, but now it occupies the top two slots with its brother version for Super NES! Can it beat MK? Stay tuned...

#1	MORTAL KOMBAT / GENESIS
----	-------------------------



Blood is the big factor in this brutal fighting game!

#2	MORTAL KOMBAT / SNES
----	----------------------



No blood? Too bad! It could have been number one!

#3	STREET FIGHTER 2 CE TURBO / SNES
----	----------------------------------



The big MK keeps speedy SF out of the top!

#4	STREET FIGHTER 2 CE / DUO
----	---------------------------



SF 2 is everywhere—even on the Duo system!

#5	STREET FIGHTER 2 / SNES
----	-------------------------



The one that started it all still hangs onto the charts!

#6	SUPER MARIO ALL-STARS / SNES
----	------------------------------



This four-in-one cart is a must for Mario fans!

#7	SUPER EMPIRE STRIKES BACK / SNES
----	----------------------------------



The Force returns with the whole Star Wars game!

#8	MEGA MAN 5 / NES
----	------------------



Keep an eye open for Mega Man X coming to SNES!

#9	FLASHBACK / GENESIS
----	---------------------



Tied for number nine is the sci-fi fantasy game!

#10	SONIC SPINBALL / GENESIS
-----	--------------------------



Sonic's back—this time in a different kind of game!



EGM'S HOT TOP TENS

REGISTER YOUR VOTE

Let the whole world know what your favorite games are and voice your video game vote! Call the special EGM Top Tens Hotline and register your own awards! Simply call the number below, select your favorite games from the listing, and power on! Then turn to next month's EGM's Top Tens to get the results! It's that easy! CALL TODAY!

**WITH ELECTRONIC
GAMING
=MONTHLY**

ONLY 99¢ PER MINUTE!

1-900-740-7722

Don't agree with the Review Crew? Want your opinion to count? Call the EGM Top Ten Hotline and VOTE today!

After calling the Hotline, follow the prompts and enter the number corresponding to your favorite games below. Also listen to the latest and greatest gossip!

- | | | |
|-------------------------------------|--|-----------------------------------|
| 1. SNES / SUPER EMPIRE STRIKES BACK | 17. SNES / TMNT: TOURNAMENT FIGHTERS | 33. SEGA CD / MONTANA FOOTBALL CD |
| 2. SNES / STREET FIGHTER 2 CE TURBO | 18. GENESIS / SONIC THE HEDGEHOG 2 | 34. DUO / GATE OF THUNDER |
| 3. SNES / SUPER MARIO ALL STARS | 19. GENESIS / X-MEN | 35. DUO / STREET FIGHTER 2 CE |
| 4. SNES / STREET FIGHTER 2 | 20. GENESIS / STREET FIGHTER 2 CE | 36. DUO / LORDS OF THUNDER |
| 5. SNES / SUPER STAR WARS | 21. GENESIS / JURASSIC PARK | 37. NEO•GEO / SAMUARI SHODOWN |
| 6. SNES / FX TRAX | 22. GENESIS / MORTAL KOMBAT | 38. NEO•GEO / WORLD HEROES 2 |
| 7. SNES / OUT OF THIS WORLD | 23. GENESIS / SONIC SPINBALL | 39. NEO•GEO / VIEWPOINT |
| 8. SNES / BATMAN RETURNS | 24. GENESIS / FLASHBACK | 40. NES / SUPER TECMO BOWL |
| 9. SNES / ZELDA 3 | 25. GENESIS / BLOODLINES | 41. NES / SUPER MARIO 3 |
| 10. SNES / FINAL FIGHT 2 | 26. GENESIS / ROAD RASH 2 | 42. NES / YOSHI |
| 11. SNES / MORTAL KOMBAT | 27. GENESIS / ZOMBIES ATE MY NEIGHBORS | 43. NES / MEGA MAN 5 |
| 12. SNES / STARFOX | 28. GENESIS / STREETS OF RAGE 2 | 44. GAMEBOY / SUPER MARIO LAND 2 |
| 13. SNES / SUPER TECMO NBA B-BALL | 29. SEGA CD / CD SONIC | 45. GAMEBOY / ZELDA |
| 14. SNES / TINY TOON ADVENTURES | 30. SEGA CD / SILPHEED | 46. GAMEBOY / MEGA MAN 2 |
| 15. SNES / BUBSY | 31. SEGA CD / BATMAN RETURNS | 47. GAMEBOY / DR. MARIO |
| 16. SNES / CLAY FIGHTER | 32. SEGA CD / REBEL ASSAULT | 48. LYNX / SHADOW OF THE BEAST |

Top Ten nominations change each month with all-new favorites! **New entries in red.** These nominations are good through October 30.

EGM'S HOT TOP TENS

Babbage's

America's Software Headquarters

The Top Ten information below is provided by Babbage's and is current as of August 15, 1993

NINTENDO

#1	JURASSIC PARK / OCEAN	
1 Month	-	
#2	KIRBY'S ADVENTURE / NINTENDO	
3 Months	▽	
#3	SUPER MARIO BROS. 3 / NINTENDO	
12 Months	△	
#4	MARIO IS MISSING / MINOSCAPE	
1 Month	-	
#5	TECMO NBA BASKETBALL / TECMO	
9 Months	▽	
#6	BASES LOADED 4 / JALECO	
3 Months	-	
#7	DRAGON WARRIOR IV / ENIX	
4 Months	▽	
#8	YOSHIS COOKIE / NINTENDO	
1 Month	-	
#9	TECMO SUPER BOWL / TECMO	
2 Months	▽	
#10	TETRIS / NINTENDO	
13 Months	▽	

SUPER NES

#1	STREET FIGHTER II TURBO / CAPCOM	
1 Month	-	
#2	MARIO IS MISSING / THE SOFTWARE TOOLWORKS	
2 Months	-	
#3	NFL FOOTBALL / KONAMI	
1 Month	-	
#4	SUPER MARIO KART / NINTENDO	
10 Months	△	
#5	DUNGEON MASTER / JVC	
1 Month	-	
#6	BUBSY / ACCOLADE	
3 Months	△	
#7	FINAL FIGHT 2 / CAPCOM	
1 Month	-	
#8	STARFOX / NINTENDO	
5 Months	▽	
#9	BATTLETOADS IN BATTLEMANIACS / TRADEWEST	
1 Month	-	
#10	WWF ROYAL RUMBLE / LJN	
3 Months	▽	

GENESIS

#1	JURASSIC PARK / SEGA	
1 Month	-	
#2	JUNGLE STRIKE / ELECTRONIC ARTS	
1 Month	-	
#3	SHINING FORCE / SEGA	
1 Month	-	
#4	RBI BASEBALL '93 / TENGEN	
4 Months	▽	
#5	NNLPA HOCKEY '93 / ELECTRONIC ARTS	
6 Months	-	
#6	PGA TOUR GOLF II / ELECTRONIC ARTS	
6 Months	-	
#7	X-MEN / SEGA	
5 Months	▽	
#8	HARDBALL III / ACCOLADE	
5 Months	-	
#9	MS. PAC-MAN / TENGEN	
1 Month	-	
#10	FATAL FURY / YAKARA	
4 Months	-	

SEGA CD

#1	FINAL FIGHT CD / SEGA	
2 Months	-	
#2	ECCO THE DOLPHIN / SEGA	
2 Months	-	
#3	BATMAN RETURNS / SEGA	
3 Months	-	
#4	TIME CAL / RENOVATION	
2 Months	-	
#5	JAGUAR XJ220 / JVC	
4 Months	-	
#6	ROAD AVENGER / RENOVATION	
7 Months	△	
#7	NIGHT TRAP / SEGA	
7 Months	▽	
#8	THE ADVENTURES OF WILLY BEAMISH / SIERRA	
5 Months	▽	
#9	SEWER SHARK / SONY IMAGESOFT	
7 Months	△	
#10	AFTER BURNER III / SEGA	
4 Months	▽	

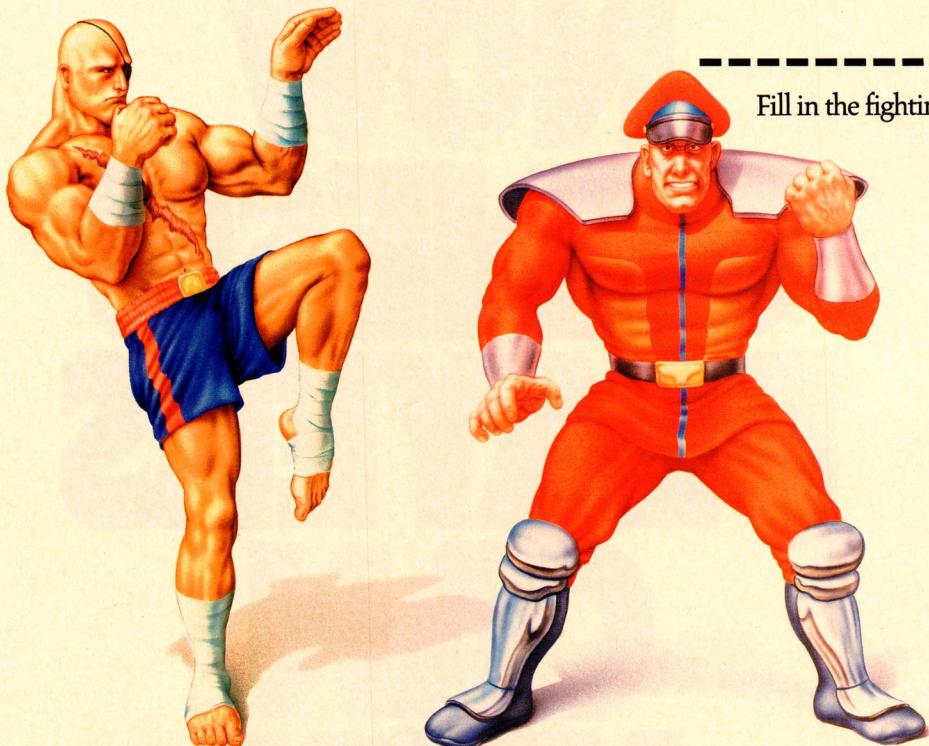
GAMEBOY

#1	LEGEND OF ZELDA / NINTENDO	
1 Month	-	
#2	SUPER MARIO LAND 2 / NINTENDO	
9 Months	▽	
#3	KIRBY'S DREAM LAND / NINTENDO	
12 Months	-	
#4	SUPER MARIO LAND / NINTENDO	
13 Months	▽	
#5	YOSHIS COOKIE / NINTENDO	
4 Months	-	
#6	STAR TREK: THE NEXT GENERATION / ABSOLUTE	
2 Months	△	
#7	TETRIS / NINTENDO	
5 Months	▽	
#8	NBA ALL-STAR CHALLENGE / LJN	
9 Months	▽	
#9	BASEBALL / NINTENDO	
4 Months	▽	
#10	RAGING FIGHTER / KONAMI	
1 Month	-	

GAME GEAR

#1	TOM & JERRY / SEGA	
2 Months	△	
#2	COLUMNS / SEGA	
1 Month	-	
#3	SONIC THE HEDGEHOG 2 / SEGA	
8 Months	▽	
#4	OUTRUN EUROPA / U.S. GOLD	
4 Months	△	
#5	LAND OF ILLUSION / SEGA	
4 Months	▽	
#6	TAZ-MANIA / SEGA	
7 Months	▽	
#7	STREETS OF RAGE / SEGA	
7 Months	-	
#8	BATMAN RETURNS / SEGA	
3 Months	-	
#9	R.C. GRAND PRIX / ABSOLUTE	
2 Months	▽	
#10	ARCH RIVALS / ACCLAIM	
1 Month	-	

**NOW
GENESISTM
PLAYERS
CAN
KICK
SOME
REAL**



Fill in the fighting

STREET FIGHTER II SPECIAL CHAM



The Ultimate Fight At Home.

The most popular arcade game of all time – Capcom's Street Fighter II Special Champion Edition is now on Sega Genesis.



You're The Boss.

Any boss. Because on the Special Champion Edition you can play all four: Balrog, Vega, Sagat and M. Bison.



You've Met Your Match.

The exclusive Group Battle mode is found only on Genesis.

CAPCOM®

Now You Can Get Capcom Game Codes And Exclusive Street Fighter Information Anytime. Just Call 1-900-680-2583.

Call charges are 95¢ for the first minute and 75¢ for each minute after. Please ask your parents permission before calling.

word of your choice.



PION EDITION. ONLY ON GENESIS.™



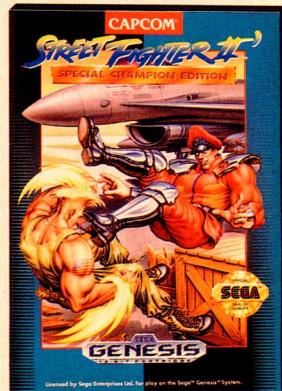
The Best Moves Win.

New moves in this
Special Champion Edition make the
fighting more exciting than ever.



Kick Some _____.

And hit the streets to your
nearest store.



Licensed by Sega Enterprises Ltd. for play on the Sega™ Genesis System.



GAMING GOSSIP

...NINTENDO PACKS IN 64-BITS...
...SUPER STREET FIGHTER HITS BIG...
...HIDDEN CHARACTERS IN MK...
...SEGA FOUR-PLAYER ADAPTOVERS...
...SKIRTING SEGA'S APPROVAL...
...NEW 32-BIT SATURN INFO...
...UNCLE SEGA GOES TO MTV...
...NEW SOFTS SET TO HIT SOON...

...Hey, Quarter-Fans, the one and only guru of gaming gossip has returned in a new and improved package that leaves me tinglin' all over! What can I say, buds, but the combination of my Q-Wisdom and super insight guarantee you an inside peek into everything that the gaming biz has to offer. The lead-off story this month is the Q's hands-on taste test of the equally good looking upgrade in the Street Fighter 2 saga! Combined with Quartermann's usual mix of video nastiness, this special edition has more info than you can pound a pickle at....Here we are Quarter-Maniacs, the walls have been broken and the tinted windows smashed! Super Street Fighter 2 is unleashed, with new moves, refined graphics, and four new characters taking the fight to a quartet of new locations around the world! Check out a complete review elsewhere in this mag and rest assured, the Q-Mann put this monster through its paces to give it a big thumb's up! Sure, the game doesn't change a whole lot from the original sequel, but the combo of changes and new sights make this a worthy follow-up and a tasty precursor to the real Street Fighter 3 that someone close to the Q says is closer than you think...

...Meanwhile, for all you hardware heads, the Q was front and center in the big J when Nintendo unveiled plans to launch their big league bats against the impending 3DO mega-machine. Teaming with Silicon Graphics sure sounds nice, but will we actually see the machine in '95 like the Prez sez? Or should we wait until the CD-ROM hits the street? HA!...What's that I hear? Yeah, sure, we've all taken out Reptile in Mortal Kombat, but did the Q-Mann's collection of gaming gladiators tear open another hidden character? Ermac is a definite, but did I see someone else lurking in Sonya's uniform...? Problems from Sega Land: Chapter One - Looks like Sega and EA could find themselves locked in another battle with neither side able to come to terms with a four-player adapter that everyone can enjoy. Instead of working it out, however, the two sides are hammering out, you guessed it Q-Friends, two distinctly different versions of the same thing. Wait, it gets much better! Both multi-taps will be incompatible with each other, leaving fans of the Arts' sports titles requiring a different plug than the Sega lineup and Tengen's Gauntlet 4...Look for Virgin's Spot to dig into more colorful antics next year with a loaded-out sequel now in development for both the Super NES and Genesis...Another game destined to be seen again is Sunsoft's Taz title! This game has become an underground sensation, but the follow-up will have a slightly different style and tone to the play...Other news from the Sunsoft are another Super-man game from the "Death of Superman" story line and a line of carts using the Justice League characters...

...More problems in Sega Land: Part Two - The Q-Mann has uncovered a legal loophole that many independent Genesis cart publishers are utilizing to get around the approval process—and to get their games onto store shelves without the fascist ratings emblazoned on the box! Accolade, EA, and other licensees are also circumventing Sega's approval process! Yes, that is sweat you see rolling down the Sega white shirts' brow...Ken Lobb, the wizard of game design who managed to steer Namco toward some of their best titles is on his way to Nintendo to head up project development for the big 'N! Way to go big K., save me a coffee in Seattle...Back to Super Street Fighter 2 for a quick second. The Q-Mann has just learned that a development team has been put on, yep, you called it, the Super NES edition of the follow-up of the year...The bow tie boy gets the can from THQ! Howard Phillips, fresh from THQ and LucasArts and Nintendo (where he was the ultimate vid geek), has joined the Absolute team. No, he's not slamming back the booze, he's at Absolute Entertainment making new tank simulators or plane simulators or whatever it is they do there...While we're on the subject, could it be that things have soured between THQ and Malibu Graphics, the powerhouse behind this summer's blockbuster line of "Ultraverse" comics?...The Q-Mann hears that the hottest new video game company on the upscale scene is definitely Crystal Dynamics. They've stolen away a top movie boss, put together a high-priced team of producers, and pointed their big guns almost exclusively at Trip Hawkins' 3DO system. The result? Crystal Dynamics is the darling software pumper of Wall Street...Contrary to what the Brits have to say, Sega's upcoming Saturn system WILL be downwardly compatible with the Genesis and clock in at around 400 bucks and feature some cool enhancements ranging from on-screen color calibration to a "code card," which will be used as part of Sega's expanding plans to conquer cable TV...

...Word from the road was that Nintendo's train trip was a power fest of gaming eds that lost their bunks along the way to L.A. Whose idea was that anyway?...Look for a new video game developer, Buzzcut Software, to get into the game with a number of high profile licenses from the movie and comics industries...Look for Virgin to capture the rights to the upcoming sci-fi flick, Demolition Man, due out October 8. The game won't hit for some time, but the movie, which Q-Mann previewed recently, looks like a complete trip...Atari is said to have scored a retailing hit with rumors surrounding the capture of shelf space at Toys 'R Us! If it turns out to be true, it represents one of the best steps forward for the upcoming Jaguar hardware...Say it ain't so! Uncle Al has bailed from Sega for the richer pastures of MTV-Land! Actually, he's heading up Viacom's new gaming division after that company gobbled up ICOM Simulations...

...That sums it up for this installment of the Q-News, so be sure to dig into EGM for the first info on Super Street Fighter 2! Also, find the hidden pig and you'll win a special prize hand-picked by the Quartermann himself! The Q-Mann guarantees it's more fun than eating paste!...

- QUARTERMANN



**WHEN CONFRONTED
WITH DANGER
OPOSSUMS WILL OFTEN
PLAY DEAD...**

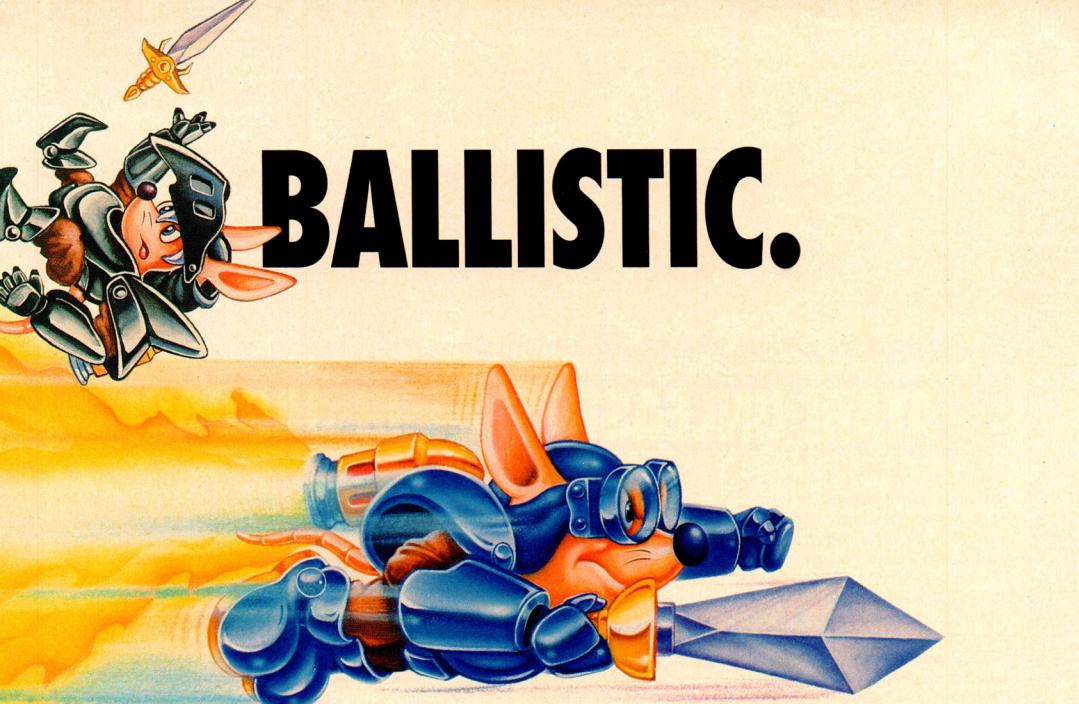
THIS ONE GOES



It's Sparkster™
the Rocket Knight,
the most
amazing opossum ever to rocket to stardom! He's the
star of **Rocket Knight Adventures™** for Sega™
Genesis™. And he's got pumped up personality, warp
speed and quick wits.



Konami Game Hotline and Tip Line: 1-800-896-HINT (4448), 70¢ per minute charge. Minors must have parental permission before calling. Touch-tone phone required. "Rocket Knight Adventures" is a trademark of Konami (America) Inc. Sparkster is an official Konami character. All rights reserved. Konami is a registered trademark of Konami Co., Ltd. © 1993 Konami (America) Inc. Sega™ and Genesis™ are trademarks of Sega Enterprises Ltd. All rights reserved.



BALLISTIC.

Blast off into 7 epic stages of adventure and go hog wild against the hugest, strangest pig creatures imaginable. They're after the mysterious Key to the Seal once handed down by the brave founder of Zebulous. In the wrong hands it will unleash total destruction. Through every stage Sparkster moves, flies and rides in new directions to escape opossum punishment. Will he hang tough? You bet,

'cause his talented tail can get a grip on all kinds of hairy situations.



You're the thrust-miester controlling our hero's jet pack and his assault sword. And you better kick some pork butt because Sparkster's animal magnetism attracts mechanized pig mutants like the Giant Pigbot and the Drill of a Lifetime. You'll go gonzo over spectacular new graphic techniques like the mirrored lava pools, the rotating gravity room, and Axle Gear's massive laser blaster.

That's only some of what awaits Sparkster the Rocket Knight. So rustle up some courage and launch into the most animalistic action this side of Zebulous.



KONAMI®

PRESS START

ATARI UNLEASHES THEIR JAGUAR!

On August 18, 1993, Atari removed the wraps from its top secret 64-Bit Jaguar game system and your editors were there for the unveiling. We also were able to spend a couple of hours playing two of their carts, and overall, the system has potential.

Perhaps most impressive was the price—\$200, which puts the Jaguar in direct competition with the Sega Genesis and Super Nintendo this Christmas. The system will first be rolled out in New York and San Francisco next month, with national distribution scheduled for Spring 1994. Also scheduled with the system will be one controller/keypad and a game, probably 'Trevor McFur Saves the Crescent Galaxy'.

A CD player will be available for the system in 1994 and Atari expects it to cost between \$250 and \$350. Five

games are expected to be available at the launch and should cost between \$40 and \$70. When questioned about third-party licensees (one of the problems with their Lynx hand-held games) Atari would only say that there are "less than 20."

The system has some pretty impressive numbers. 64-Bit RISC multi-processor, 16 Megs of D-RAM, expandable controller ports that can support digital and analog interfaces like keyboards, lightguns, and mice. This adds up to a pretty potent machine. The cartridge capacity is 48 Megabits when uncompressed and can reach 400 Megabits when compressed. The controller grabs your attention with its three fire buttons and a 12-key keypad for use with game overlays.

A system is nothing without good games to play. Although early in development, the two carts we were able to play were not very impressive. Granted they had tons of colors, but the side-scrolling shooter was very basic and had little parallax scrolling. The 3-D Wolfenstein-type game was OK but nothing that hasn't been done already on the Super NES. As more carts become available we'll report back!



Trevor McFur is a graphically impressive, side-scrolling shooter.

UPCOMING TITLES



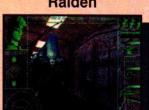
Evolution: Dino Dudes



Raiden



Tiny Toons



Aliens vs. Predator



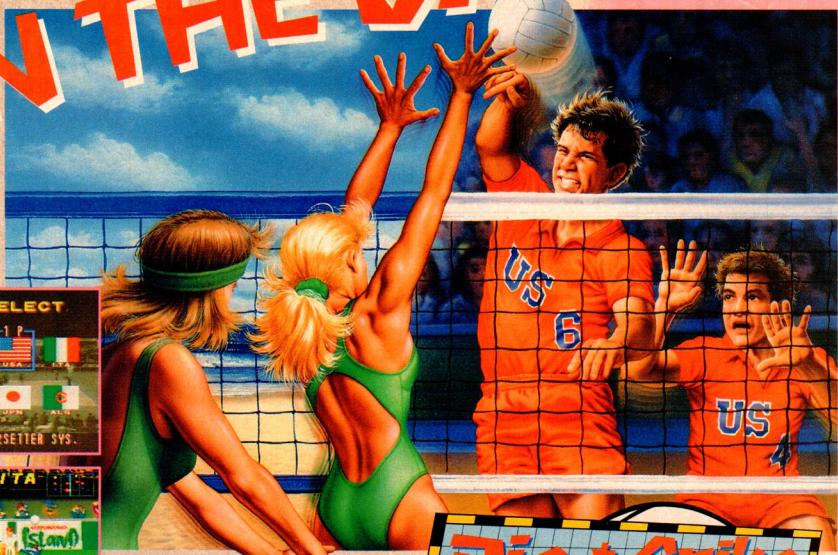
The controller has a unique design with its 12-key keypad at your fingertips.



The Atari Jaguar is nearly finished and ready for a Christmas release.



SIZZLE IN THE SAND!



Or get scorched
on the court! It's your choice!

Play on a six-man international team that plays on the hardwood courts around the world, or play two-man Beach Volleyball mode for thrills and spills in the sand. Either way, the hottest sports simulation for the Super NES will keep you coming back for more!



- Digitized graphics and super fast action highlight the play!
- One or two players compete against each other or both vs. the computer!
- Built in Training Mode teaches all the Bumps, Spikes, Serves and Saves to make you the Champion!
- Take your team all the way to the finals in your quest for the Gold Medal!



SUPER NINTENDO
ENTERTAINMENT SYSTEM



Dig & Spike Volleyball™ is a trademark of Hudson Soft USA, Inc. All rights reserved.
Hudson Soft is a registered trademark of Hudson Soft Co., Ltd. Nintendo, Super
Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America Inc.

 HUDDSON GROUP
HUDDSON SOFT®

PRESS START

ACTIVATOR ROCKS!

On August 30, Sega of America visited the EGM offices to give us a demonstration of their Activator. The Activator is an octagon-shaped unit that sits on the floor. Infrared beams project up toward the ceiling. While standing in the center of the Activator, you simply move your hands and legs to move the on-screen characters and activate the A, B, and C buttons.

After a quick run-through of how the machine worked and which panels corresponded to the buttons, it was time to let the editors give the Activator the test. The first game was Sega's own Streets of Rage 2. Although it felt a bit awkward at first, it soon became natural to move the SOR characters around the screen. The best part about the Activator is that you can do moves not possible on the controller, like making Axel moonwalk around the screen.

We also used the Activator with Mortal Kombat and Street Fighter II: Special Champion Edition. It was a blast learning new combos by using your own body. The Activator will be available in November with a suggested retail price of \$79.99. While a cart isn't included, a 'moves' book for many of the most popular games will be packed in. Definitely a must-have!



Assistant Editor Howard Grossman gave the Activator a thorough test.

EGM GETS HANDS-ON TEST OF THE 3DO!

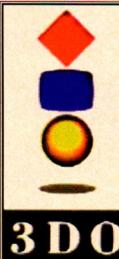
The Panasonic 3DO Multiplayer is still running strong. Ed Semrad visited with Panasonic for a hands-on test of this remarkable new system. Panasonic reported that the 3DO player will carry a suggested retail price of \$699.95. The real surprise was learning what game will come packed with the system—Crash 'N Burn from Crystal Dynamics. This incredible racing game offers visual sights and sounds usually reserved for arcade games! The second pack-in disk includes a video and audio CD sampler that shows off some cool features the 3DO can do.

Set for an October release, the 3DO will come equipped with all the nec-

sary cables and one 3-button controller. Panasonic will also offer additional controllers with long, 7.5 foot cables for a suggested retail price of \$39.95.

Early next year, Panasonic also plans to introduce an optional Full-Motion Video cartridge which allows the 3DO to play full length motion pictures. The 3DO comes equipped to play Photo CD disks already.

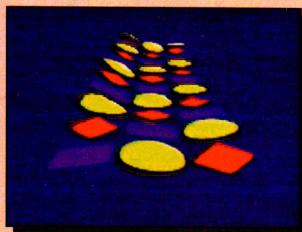
The best news is that the system is everything that it was cracked up to be! Previously, all games were played off an ultra-fast development system and no one could really tell what the system could do by itself. Believe me, nothing on the planet can equal the 3DO! Wow!



Crash 'N Burn has become the 3DO's pack-in video game.



Panasonic is ready to take on the video game world with the powerful 3DO!



The pack-in CD sampler includes a demonstration of the 3DO's abilities.



Incredible background effects and smooth scrolling are common to 3DO.



My *b*uddy
quit
s**M**ok*in'*...

...after an



Call 1.800.245.4525 to order
your 4-Way Play™ for
only \$29.95.



General Chaos and 4-Way Play are trademarks of Electronic Arts. Sega and Genesis are trademarks of Sega Enterprises Ltd. ©1993 Electronic Arts.



hour or so.

What Firepower! What Destruction!



What a Party! It takes a mercenary's instincts and a warped mind to command the forces of General

Chaos against General Havoc's storm troopers in this manic 1-4 player action game. Your enemies are tough-



dispatch one of four assault squads to tenderize them. Charbroil them



with flamethrowers or get a grip with hand-to-hand combat.

Remember,
the only rule
is there are
no rules!



ARCADE ACTION

RIDGE RACER

Hey there arcade junkies! In this month's installment we'll be highlighting Namco's latest racing tour-de-force, Ridge Racers. This incredible title follows along the lines of Sega's Virtua Racing but improves on the graphics by using some of the most advanced circuitry ever seen in a coin-op.

The action takes place in various settings such as city and country environments, complete with long winding tunnels and expansive bridges. The cars and the backgrounds look so realistic and fluid that you'll be totally amazed!

The tunnel sequences are real



The scenes within the city are rendered to provide a very high degree of detail.

nail-biters because you have to not only avoid the other cars, but also an assortment of road hazards such as construction signs, speed bumps, and guard rails from Hell!

As for your competition—needless to say that they are some of the best drivers the world has ever seen! Take care driving around corners and going into turns because the other racers are completely relentless. Also use caution around areas where there is heavy road construction. There are many traps you may encounter. Some of these are warning barricades which will cause your car to spin helplessly out of control. Remember, if you lose control of your car, quickly counter-steer in the direction of the spin. The tracks themselves are very challenging and offer a high degree of difficulty.

On-screen, you get a speedometer, a shift graphic to help you with changing gears, a model of your track, and a time and position indicator. All of the controls are cleanly placed and make for quick learning. You'll really have to be quick to win your heat! Actually, you'd better be quick just to get to play because Ridge Racers is awesome!



It's just you and your souped-up vehicle in this truly awesome racing challenge!



Your opponents are cutthroats! Watch out for them in the turns.



Check out the detail in the background animations! Too good to be true!



Better steer clear of those guard rails! Stay away from the various obstacles.

AMM

AMERICAN AMUSEMENT
MACHINE ASSOCIATION

The Future Is Now
SNK

© 1993 SNK CORP. MADE IN JAPAN.

FROM SNK'S 100MEGA SHOCK SERIES: "THE MOTHER OF ALL FIGHTING GAMES!"

Samurai, Ninja, and Knights gather in Japan, the land of mystery and magic, to lock horns with and defeat the malevolent "Satan's Shogun"!



SUPER HIGH TECH GAME
NEO·GEO™

SNK HOME ENTERTAINMENT, INC.
SNK CORPORATION OF AMERICA
20603 EARL STREET, TORRANCE, CA 90503



VIRTUA FIGHTERS



Get ready for a brand-new type of combat on the planes of virtual reality!



Score hits by using a combination of punches, kicks, and throws.

And now, from EGM's "...and you thought that you'd seen it all" department comes Virtua Fighters from those masterminds at Sega! Let's cut right to the chase here. Check this game out to appreciate just how far video games have come in the last eight years!

Virtua Fighters will strike you first as an incredible display of technological wizardry. You simply have to see this game in action to fully appreciate what Sega has done here. The animation is so fluid and lifelike that you'll immediately bellow out a reverberating, "COOL!"

Once you finally conquer your amazement at the graphics of Virtua Fighters, you'll find that the game play is equally impressive. You can play as any one of eight computer rendered characters, each with a fighting style all their own.

Also adding dimension to this game is

the movement of your viewing perspective along various axes. Your viewpoint swings to and fro, depending on your fighter's location. It's a cool effect!

The playing fields change with every different match, and some of the backgrounds are very beautiful. They definitely give the game an aura of mysticism (ooohh).

To get a victory, you can do a couple of things. First, you can simply beat the bejezus out of your adversary. Second, you can score a "Ring Out" which is accomplished by knocking your opponent's butt right out of the fighting area. This is a lot harder than it sounds, though!

After you win a bout, you are treated to an instant replay of the KO. The instant replay is neat because you get to see the action in multiple viewpoints, all the while rotating at nauseating speeds around the ring. This is really something of a gimmick, but it looks damn cool anyway!

Virtua Fighters also boasts some of the most advanced hardware ever seen in a video game. Its advanced processors enable it to run faster and display smoother animations than any other virtua-type arcade game in existence. Essentially, this coin-op would have been considered an impossibility just a few years ago!

Take a long gander at Virtua Fighters by Sega and appreciate it for two things. First, it's a way-cool fighting

game. Second, and maybe most important, it represents how far the gaming industry has come since the days of Space Invaders, Pac Man, and Tempest. Virtua Fighters gives us a good taste of things to come in the future.



A roundhouse to your opponent's midsection will knock him out of the ring.



Throwing your opponent out of the ring will score you a "Ring Out" victory.



Choose between 8 computer generated fighters with unique fighting abilities.



Keep an eye on your power meter for an idea of how much energy you have.

GET A GRIP!

Wanna go pro? Prepare to do some smashin', some servin' and a whole lotta slammin'—in the hottest *split-screen* tennis game on the video-game market.

Develop a wicked backhand against the automatic serving machine in Training Mode. Then serve and volley against the world's best in a country-wide run for the *Davis Cup™*—the most coveted prize in all of tennis. Or live the life of an international tennis star and smash your way to the big bucks...and the world championship.

Come on, Ace. It's your serve—Get A Grip!

Featuring:

- Only tennis game with 2-Player *split-screen* action.
- Complete support of Sega's new six-button controller.
- Four playing surfaces—*clay court, hard court, indoor and grass.*
- Total ball control—from top-spin to drop shots to overhead smashes.
 - *Training, Exhibition, Davis Cup™ and Championship* play modes.



DAVISCUP™

TENNIS



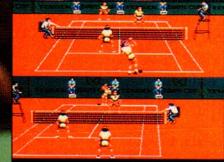
SEGA
GENESIS
THE ULTIMATE HOME SYSTEM

DAVIS CUP™ TENNIS: Davis Cup™ ITF Licensing Ltd. © 1993 Lorlic SA © 1993 Tengen Inc. Licensed to Tengen Inc. All rights reserved. Sega™ and Genesis™ are trademarks of Sega Enterprises Ltd.

TENGEN
It's a Whole New
Ball Game



Keep 'em in "love" with your turbo-powered slams, surface-searing serves and ball-busting backhands.



Be a king on any court: Indoor, grass, hard court... or scuff up the red top in some tread-wearing clay play.



Take on the top seeds, or grab a buddy and volley for the Davis Cup™ as the hottest doubles team in the world.

1 OR 2
PLAYERS

SEGA ARCADE PRO
RECOMMENDED



THIS OFFICIAL SEAL IS
YOUR ASSURANCE
THAT NINTENDO HAS
APPROVED THE QUALI-
TY OF THIS PRODUCT.
ALWAYS LOOK FOR
THIS SEAL WHEN BUY-
ING GAMES AND
ACCESSORIES TO
ENSURE COMPLETE
COMPATIBILITY WITH
YOUR SUPER NINTE-
NO ENTERTAINMENT
SYSTEM.

LICENSED BY
Nintendo®

Interplay
Productions, Inc.
17922 Fitch Ave.,
Irvine CA 92714
© 1993 Interplay
Productions, Inc. and
Silicon & Synapse, Inc.
All Rights reserved.
Rock 'N' Roll Racing is a
trademark of Interplay
Productions, Inc.

Rock 'N' Roll RACING

Hot games are great
— but this one's a
scorcher. Screamin' cars and
guitars make Rock 'N' Roll Racing a sizzlin' suc-
cess. One- or two-player action lets you go head-
to-head with a most gruesome field of lead-footed
crazies alone or with a friend. The futuristic
fun begins with five lean, mean racing machines
that will annihilate the competition — and
leave a dust trail all the way to the
checkered flag. And, the totally
awesome rockin' soundtrack
will blow you away. So,
crank up the tunes and
strap yourself in, 'cause
this is the wildest ride in
the universe!

Interplay

17922 Fitch Avenue
Irvine CA 92714

 Silicon & Synapse, Inc.



CRITIC'S CHOICE

"A hot racer that will knock your socks off plus great commentary by Larry Huffman! What more could you ask for?"

Electronic Gaming Monthly

"This game is a blast, whether you're tapping your foot to the Peter Gunn theme, sailing off the track to a fiery demise, or taking out your competition with a rogue missile."

Game Informer

"Rock N' Roll Racing gives you that adrenaline rush that is so seldom found in today's flashy 16 Bit games...This is what a SNES game should be."

DieHard GameFan Magazine

"Graphics, music, sound control and fun...it doesn't get any better than this!...Interplay is known for producing quality titles and Rock N' Roll Racing is now the best in their stable."

DieHard GameFan Magazine

"If you like hot, futuristic racing action mixed with heavy-duty firepower and topped off with a kickin' soundtrack, you're gonna love this one."

Game Players Nintendo/Sega Magazine

"From the moment the Interplay logo appears on the screen...this game has you by the intestines, and, dude, it doesn't let go!"

Electronic Games

INTERNATIONAL OUTLOOK

9 GAMES PREVIEWED!!!

Martial Champions, Ninja Warriors, Rockman Soccer, Fatal Fury 2, Goemon 2, Record of Lodoss War, Twinbee Rainbow Bell Adventures, AX 101, Popful Mail.

INTERNATIONAL NEWS

Welcome to yet another International section kiddies. As you can probably tell, I'm exhausted. I just came back from the Shoshinkai Show, where Nintendo and their licensees showed off the newest titles to be coming out for the Super Famicom and GameBoy. Besides finding some great titles, I managed to get some major news.

Nintendo and Silicon Graphics Inc. signed an agreement that they will be working on a 64-Bit Nintendo machine dubbed the "Project Reality." This super machine is the first application of Reality Immersion Technology, a new generation of video games that allows players to enter a real time, three-dimensional world.

This system will first hit the arcades in 1994, and then the home market (including the U.S.) in late 1995. And guess what... the target price they're shooting for is less than \$250.

How good is it? How about specs like a clock speed faster than 100 MHz; more than 100,000 polygons generated per second; a processing speed that exceeds 100 Million Instructions Per Second (MIPS) and real time anti-aliased 3-D texture mapping for super high resolution graphics! Sounds too good to be true!



WORLD NET

Konami of Japan

Martial Champions

Super CD-ROM



Fighting

Unknown Release

Unknown Price

Not to be outdone by Street Fighter or Fatal Fury, Konami comes out swinging into the intensely competitive field of one-on-one brawlers. This savage CD is almost a letter perfect translation of the arcade version that's only been out for a few months. There are ten unique fighters from which you can choose, including a Karate master, an African tribesman, a Kabuki fighter, a one-eyed mercenary, a steel-clawed fiend, and even two bodacious butt-kicking tough ladies. For the single player mode, you start with a field of eight fighters who must battle their way up in playoff style. The one victor out of these original eight must then scrap the two remaining fighters. If you have what it takes to get past these two, you have your final showdown with Salamander, a scar-faced martial arts champion behind this international tournament of over-the-top violence. There's also a two-player mode where you can go against a pal for some serious head-to-head brutality.



Use special moves like this force wave to knock your opponent down.

Unlike SF2, there's no need to spring for a 6-button pad—this game plays on the standard 3-button pad. Of course, there are combination moves so you'll be certain to have your hands full learning the many techniques needed to become a master. Let's hope this game makes it to the Duo for some blister-popping action!



Fight in front of scenic places in every match. Recognize this one?



Watch out for that guy's sword. One slice, and you lose a lot of life.



Hoi slides at Racheel, attempting to get in a few quick hits.

IT'S TIME TO PICK A WINNING TEAM!



PI. O.™

Pacific Theater of Operations

IT'S 1941 and the U.S. and Japan are preparing to clash.

The goal is to control the Pacific! The game schedule is exhausting:

Pearl Harbor, Midway and the Philippines for starters. Both teams have great captains, fantastic rosters and the best equipment around. The Americans can depend on the Yorktown, Hornet and Nevada to run successful battle plays that will amaze their opponents. But don't count out the other team quite yet. The Japanese carrier force can quickly make up lost ground by running secret plays or handing off tough missions to their top-notch kamikazes. The starting gun is about to fire. It's time to pick your team colors and hit the battlefield. Good luck!



SET MILITARY OBJECTIVES



SELECT TARGET DESTINATIONS



EXECUTE SEA COMMANDS.



KOEI

KOEI Corporation, 1350 Bayshore Highway, Suite 540
Burlingame, CA 94010

AVAILABLE FOR SNES & SFGA

KOEI Games are available for all systems in retail outlets nationwide! If you can't find the KOEI product you are looking for, call us at (415) 348-0500 (Come to Game PST).

P.T.O. is a trademark of KOEI Corporation. Nintendo, Nintendo Entertainment System,



PLAY THE GREATEST ADV

FROM A WHOLE NEW PERSPECTIVE!

This is first-person,
in-your-face,
eyeball-to-eyeball,
full-motion 3-D
action like
you've never
experienced
before.

JP in 3-D.

If the movie shook you, Jurassic Park
for the Super NES will rip you apart.

JURASSIC

TM & © 1992 UNIVERSAL CITY STUDIOS, INC. & AMBL



Ocean of America, Inc.
1855 O'Tool Avenue
San Jose, CA 95131
408-954-0201

Nintendo, Super Nintendo Entertainment System and the Official Seals are registered

VENTURE OF ALL TIME...



If you thought the movie was hot... Wait until the razor-sharp intensity of full-motion 3-D graphics gets a hold of you!



Hey Dr. Grant! Never underestimate your opponent... Especially when he's 20 feet tall and weighs over seven tons.



Meet your chefs... The Raptor slices and dices you, while the Spitter waits to baste you in his venomous marinade.



No more plain polygons or simple two-dimensional sprites! Ocean's exclusive, technically advanced graphics engines deliver REAL 3-D dinosaurs in a solid, dynamic and fully interactive universe.



Triceratops is heading your way! Restore island security and re-arm the voltage gates. Remember: the only good dinosaur is a fried dinosaur.



ENTERTAINMENT, INC.

NOW AVAILABLE FOR
SUPER NINTENDO
ENTERTAINMENT SYSTEM

ALSO AVAILABLE FOR

Nintendo

AND **GAME BOY**



INTERNATIONAL OUTLOOK

INTERNATIONAL NEWS

August 19 in Tokyo dawned unseasonably damp and cool. However, at Kokugikan, the hall of sumo, the temperatures soared for the gathering of the country's best SF2 Turbo warriors.

Over 6,000 gamers from all over Japan came together to test their skills on the hottest Super Famicom title of this year. Of these participants, half were from victors of local competitions held at game shops and toy stores. The remaining half were selected randomly from mail-in entries. Together with the combatants, another 5,000 people packed the hall.



Thousands of players battled for the coveted title of SF2 champion!

Capcom USA's entourage, including President George Nakamura and VP Joe Morici, were impressed by the amazing turn-out and displays of Capcom banners and balloons bearing SF2 characters, with one notable exception (E. Honda was barred from the site because his painted face was considered a sacrifice to the Japanese national sport). Joe Morici stated, "This is really spectacular. It would be great if we could do this in the States."

The tournament began at 9:30am sharp where the mail-in entrants went through elimination rounds. The winners of these rounds met the local champions.



WORLD NET

Taito of Japan

The Ninja Warriors

Super Famicom



Action

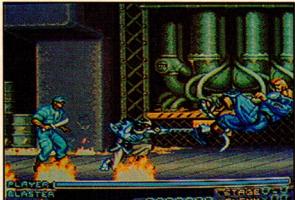
January 1994

¥9300

Straight out of ancient Japan, ninjas return as bio-mechanic cyborgs in the modern day to take on an evil organization bent on world domination. They must use strength and skill to survive the many rigors. As the sequel to the arcade hit, this new version gives you the choice of three ninjas, a hooded semi-cybernetic guy, a blonde-haired Kunoichi woman and an almost fully mechanized being. This cart contains some of the best graphics around. The challenge of all the levels and nasty enemies make this game much better than the arcade original. With lots of moves, and big characters, this wicked game is a real treat.



This ninja has a long reach. Perfect for batting enemies away like flies.



This warrior is almost totally inorganic. He's slow but very powerful.

Capcom of Japan

Rockman Soccer

Super Famicom



Sports

January 1994

¥9500

One of the best kept secrets is that Capcom of Japan is working on a sports title featuring Rockman. (You probably know him better as Megaman.) This funky soccer game has Megaman and the other robots going against each other on the field.

Pass, dribble, or trap the ball just like in any other soccer game. Try to get as many goals as you can, and become the best team.

Capcom of Japan has been very hush hush about this cart. Supposedly, Rockman Soccer will

have a two-player mode so that players will be able to play against each other. That would be cool.

As you can tell by the pictures below, Rockman Soccer looks very good. The animation is seamless, and at times, comical.

This is a fresh new look at soccer, and a fun one to boot.



Teamwork and passing is essential if you are to win the game.



Go up against other Rockmen on the field. There can only be one winner.



Trap the ball with your chest so you can get control over it.

SuperBaseball 2020™

THE FUTURE
OF BASEBALL
IS HERE!!



LICENSED BY
Nintendo®

TRADEWEST

TRADEWEST, INC. 2400 S. HIGHWAY 75, CORSICA, TX 75110

© SNK Corp., Licensed to Tradewest, Inc. by SNK Corp. Nintendo, Super Nintendo Entertainment System and the Official Seals are registered trademarks of Nintendo of America Inc. ©1991 Nintendo of America Inc.

INTERNATIONAL OUTLOOK

INTERNATIONAL NEWS

The competition reached a fevered pitch by five in the afternoon when 32 warriors faced off to decide the Japanese best. Included among them were Norio Matsumura, last year's champion who favored Dhalsim, and Hiroshi Ishikawa, the '92 runner-up. Amazingly, both were dethroned in the first round of the final stages. Ultimately, 17-year-old Takahiro Nakano, using Sagat, pounded Akihiko Kitamura's Ryu into submission to emerge as the Turbo champion. For his feat, he was awarded a cool, black, jean jacket with SF2 patches, a mountain bike and trophy by Capcom president Keizo Tsujimoto.

Also at the event, Capcom Japan formally announced the coming of an animated movie based on SF2. The *anime* will feature not only the 12 characters from Champion Edition, but also the four new characters from the arcade Super SF2. The *anime* will be produced by Kenichi Imai who is also working with Hollywood producer Edward Pressman on the live action version, to be directed by Steve DeSouza (scriptwriter for Die Hard and Die Harder). The story, though still-shrouded in mystery, focuses on Ryu's battles against M. Bison who is genetically engineering the ultimate fighter.



Takahiro Nakano (the contest winner), and Capcom Pres. George Nakamura.



WORLD NET

Hudson Soft of Japan

Fatal Fury 2

PCE Arcade CD	
Fighting	
4th Quarter '93	¥6000

It is no longer rumor—Fatal Fury is coming out on CD. Using the famed Arcade card, you can battle against an opponent in an almost exact replica of SNK's terrific fighting cart.

Choose from the three original characters: Andy, Terry, and Joe, or... select from the new cast of characters, including Jubei, Kim Kapwan, and Big Bear. All the character moves are intact, with even the super-special moves still possible to do.

If you don't have the bucks to spring for a Neo, this version has just as much bang to it. Also in the works, World Heroes 2 and Art of Fighting; both look really good.



Terry mauls Joe Higashi with his Rising Kick. Will Joe recover?



Andy prepares to Choetsuhadou Kim Kapwan out of his death attack.

Konami of Japan

Goemon 2

Super Famicom	
Action	
December	¥9800

The Legend of Mystical Ninja was a sleeper hit in the States, attracting players with its comical Japanese theme and many types of game play. This cart was known as Goemon in Japan. Now, Konami of Japan is bringing out the sequel to this game.

Goemon 2 looks even better than the first version. Expect to see all the little quirks that made the first one so fun. There are many different types of game play, including a new 3-D scene. Goemon 2 could be one of the best games of the year.



Explore the land with a friend or alone. It's fun either way you play it.



This is the continue screen. Exciting, isn't it? Fascinating!



Club the bunny men till they drop. Hey, they'd do the same to you.



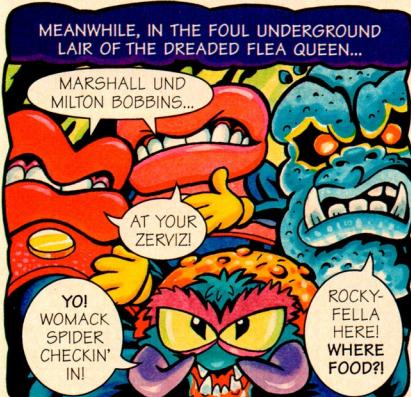
TRADEWEST

PRESNTS

THE
ADVENTURES
OF

PLOK™

MANY YEARS
AFTER PENKINO,
THE WIZARD
CREATED PLOK.
THE FIRST,
PEACE FINALLY
SEEMED
WITHIN REACH
FOR THE LAND
OF AKRILIC.



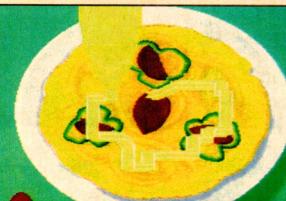
INTERNATIONAL OUTLOOK

INTERNATIONAL NEWS

Nintendo linked up with Ajinomoto, one of Japan's top food companies, to create a Super Famicom game on mayonnaise. Called Motoko's Wonder Kitchen, this cart is a point-and-click adventure game that guides Motoko, a cute little girl, on a quest in fantastic worlds to seek out ingredients for making delicious food like pineapple salad, mayo omelets, and tomato gratin. On her journeys, she will encounter many delightful characters and see interesting sights. She will also learn many facts about mayo. Once she has collected the ingredients, she has to prepare the dishes in the kitchen. When the dishes are done, she has to top them off with mayo. This is much easier with the mouse, then it is with the control pad! This game, unfortunately isn't for sale. Ajinomoto has made just 10,000 for use in a lottery contest.

People have to send in two proofs-of-

purchase seals from Ajinomoto Mayo to enter the contest. Over the five months of the contest, 2,000 prizes are given away monthly. You can bet serious fans and collectors are suddenly consuming lots of mayo!



WORLD NET

Sega of Japan

Record of Lodoss War

Mega-CD

RPG



Unknown Release

Unknown Price

Hot from the animation scene, Record of Lodoss War comes to the Mega-CD. While still in its early stages of development, you can expect to see an epic quest, similar in style to Dungeons & Dragons. As can be expected with a CD game, there will be plenty of riveting cinemas which will draw you further and further into a complex and involving plot line.

RPGs have been quite rare on the CD format, and a good one like this should please role-playing fans. If you've seen the animated series, you'll know what to expect in the near future. Do you have what it takes to rid the realms of evil?



Dragons rule the Earth, undaunted by mankind's many armies.



Cinemas bring Lodoss War's story alive with animation.

Konami of Japan

Twinbee Rainbow Bell Adventure

Super Famicom

Action



December 93

¥9000

Twinbee Rainbow Bell Adventure is Konami's latest cartridge with that unusual little mech. The first thing that comes to mind, upon seeing this game, is that it's so darn cute.

This side-scrolling adventure starts where the shooter left off. You'll face similar enemies, but this time you have a few tricks up your sleeve. When in doubt, you can whip out your trusty hammer, and pummel the baddies. Remember, Twinbee Rainbow Bell Adventure is not a kiddie game. Don't be fooled by its looks.



Select your Twinbee, and prepare yourself for a hilarious adventure.



Smack the enemies with your hammer to stop them cold in their tracks.



You'll lose your precious bells if you accidentally get hit by a bad guy.



**YOU AND THE FAIR MAIDEN OF YOUR DREAMS,
AND THE UGLIEST MONSTERS OF YOUR NIGHTMARES
MUST HEROICALLY EXPLORE NEW LANDS
LIKE AN UNDERWORLD FILLED WITH DEMONS
TO UNLOCK A WONDERFUL NEW MAGIC
MORE EVIL THAN ANYTHING YOU HAVE EVER SEEN.
IT'S A GAME EVERY MOM WOULD LOVE
TO SEE SMASHED INTO A MILLION PIECES.**



SPELLCRAFT™

Master the dark magic, and you will become the world's salvation. Falter, and you'll be its undoing. Five treacherous

domains await you, each ruled by an evil lord made darker still by the Magic. Through these lands you will journey, challenging strange creatures for mystical aspects and puzzling riddles—everything you need to unlock the Ancient Spells of Valoria.

Once you learn the magic, you'll be able to fling tidal waves and lightning storms at the dark lords and their treacherous

minions. But heed this warning: the

power is evil, and could instantly wipe you from the earth. For those brave enough, we invite you to enter the dark realm we call SpellCraft. For the rest, we suggest you dig deep into the closet for the toys of your youth.



ASCIIWORLD™



INTERNATIONAL OUTLOOK

INTERNATIONAL NEWS

On July 31, a super-hot special burst onto Japanese TV, the brilliant adaptation of Fatal Fury 2. This hour and a half special starred all 12 FF2 characters, with the spotlight on the Bogard boys and Wolfgang Krauser as the head honcho. You can bet there were fights galore to keep Japanese fans riveted in their seats. Plus, the commercials were spectacular. During the show were commercials for SNK's Samurai Spirits (Sho Down), Fatal Fury Special (which combines FF1 and 2, with all characters available for selection and should be at the arcades by the time you read this), and Takara's SFC Fatal Fury 2. The last two were particularly impressive as they feature



live action enactments of the games with key characters including the Bogards, Joe Higashi and a very sexy Mai Shiranui. Let's hope there will be a sequel.



WORLD NET

Sega of Japan

AX 101

Mega CD	
Shooter	
Unknown Release	Unknown Price

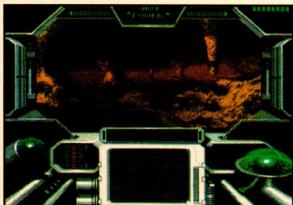
If you like Sewer Shark, and Microcosm, here is another full-motion video game. The only problem is that it's for the Mega-CD. In this cool cart you control a powerful starship, and fly through alien worlds in pursuit of peace.

Of course, along the way, you'll face some opposition. It wouldn't be much of a game without it, would it?

The effects in this CD put the others to shame, except for possibly Silpheed. The smooth flowing worlds are realistic. If you like this kind of game, it would be worth the effort to try it. Games like this don't come out very often.



Prepare for a tactical strike against the enemy bases.



Fly through the center of a planet while avoiding rocky outcroppings.

Sega/Falcom of Japan

Popful Mail

Mega CD	
Action/RPG	
Unknown Release	Unknown Price

This colorful side-scrolling RPG is based on the PC version made by Falcom, the makers of the Y's series. (That's why there's more than a passing resemblance to Y's!) In this adventurous quest, you play as Mail, a young elfin lass who is also an aspiring bounty hunter. On her journeys she is accompanied by Tat, a young wizard, and Gaw, a tough little monster. You can switch between these characters as needed to get by certain enemies and traps. Using the full capacity of the CD, you can bet there are plenty of

places to explore and enemies to fight. For your information, this is the game that was to be made as Sister Sonic. Sega Falcom, however, had to abandon that idea in a real hurry when fans of the PC original let their feelings be known—very loudly. See, when fans scream, responsible companies listen! Don't you wish it was like that here?



Sometimes you need a certain character to get past an enemy.



Explore the forest, and see what you can find inside its dark depths.



Mail maybe cute, but remember... she's a bounty hunter, and really tough.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

BECAUSE LOSING SUCKS



SUPER ADVANTAGE

That "it's not whether you win or lose, it's how you play the game" stuff is a bunch of garbage.

That's why we've got two ways to keep you winning: the

per second], hands-free AUTO TURBO

and SLOW-MOTION CONTROL. With all

these killer features and cool styling,

it's no wonder they're the #1 enhanced

controllers for the Super

NES. So take your pick, and

then take on the neighborhood. With

this kind of power, you'd just better

learn how to be a gracious winner.

IT'S HOW TO WIN.



The asciIPad.
Devastation in the
palm of your hand.

ASCIIWARE

Super Advantage and asciIPad,™ both for the Super NES.® They've got the kind of enhancements you need for today's fiercest games—features like TURBO-FIRE (up to 32 shots



JAPAN

Dragon Ball Z is nothing new to the Japanese. The Dragon Ball game series has spawned various genres like strategy, role-playing, and now a fighting game. What looks to be a mindless one-on-one fighting game is actually filled with tons of techniques, cool characters, and many game options like a story mode, a competition mode, and of course, a two-player game.

For those who simply must own every fighting game out there, Dragon Ball Z makes a terrific addition to the library.

THE GOOD

The digitized voices are amazingly clear and the nifty 'special attacks' are a welcome addition.

THE BAD

It's too bad a good game like this may never see the light of day here in the States.

THE UGLY

Ever want to toast someone from a mile away? It's remarkable how far fireballs can fly nowadays.



LET THE GAMES BEGIN!

Dragon Ball Z joins the growing ranks of fighting games on the Super NES. The combination of special attacks and

finishing moves give players many more choices when fighting through the ranks to the final Boss, Perfect Cell.



超武闘伝 DRAGONBALL Z

MASTER THE ART OF BLOCKING

Dragon Ball Z has a set of "special attacks" that can drain much of your life bar. Block these attacks with keypad and button combos. All of the characters can use basic blocks but 18 Gou and 20 Gou have unique blocks that they can use.

SUTORU
DAMAGE: 0



BARRIER
DAMAGE: 0



GUARD
DAMAGE: 1/2



YOKERU
DAMAGE: 1/4



FACT FILE DRAGON BALL Z SUPER FUTONEN



MANUFACTURER	# OF PLAYERS
BANDAI OF JAPAN	1 OR 2
DIFFICULTY	AVAILABLE
HARD	NOW - JAPAN
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	N/A
THEME	% COMPLETE
FIGHTING	100%

HANUKASU
DAMAGE: 0



HAJIKU
DAMAGE: 0



KAKIKESU
DAMAGE: 0



EGM TIP #003

At the opening cinema screen, press these buttons: UP+X, DOWN+B, LEFT+L, RIGHT+R. You'll hear a tone and you can play character vs. character. Reset the game and enter the code again to access five hidden characters normally unplayable.

LEFT+L, RIGHT+R. You'll hear a tone and you can play character vs. character. Reset the game and enter the code again to access five hidden characters normally unplayable.



SONGOKU

Songoku is the best all-around character. The range of his fireballs are unmatched and his strength is among the highest of the group.

CHOGENKIDAMA



KAMEHAMEHA



SLASH DOWN KICK



DASH ELBOW



VEGITA

Vegeta is a tricky fighter who uses all of his attacks in a non-stop frenzy. His two special moves, Final Flash and Big Bang, really pack a wallop.

FINAL FLASH



BIG BANG ATTACK



SLIDING KICK



DASH ATTACK



JINZONINGEN 20 GOU

This seasoned fighter has many tricks up his sleeve. Not only can he drain your life power and absorb it to increase his, but he can absorb special attacks too.

ENERGY CANNON



ENERGY KIYUSHIYU



FLYING HEAD ATTACK



EYE BEAM



JINZONINGEN 16 GOU

This warrior is all brawn. His Dynamite Crusher is a dizzying assault, while his Hells Flash is his special attack. Keep away from the Crossguard Bomber.

HELLS FLASH



DYNAMITE CRUSHER



ROCKET PUNCH



CROSSGUARD BOMBER



PICOLLO

This bizarre character has a very cool Sonic Kick attack and a blinding Eye Beam. His two special attacks are extremely powerful.

GEKIRETSUKODAN



MAKANKOSAPO



SONIC KICK



EYE BEAM



FREEZER

Freezer is another strange character with some great special moves. The Psycho Kinesis is a surprising attack and the Death Ball is truly devastating.

DEATH BALL



KIENDAN



PSYCHO KINESIS



FREEZER BEAM



JINZONINGEN 18 GOU

Witness the only female character in the game. Don't underestimate her because her Energy Ball and Energy Wave will be lightning quick.

ENERGY BALL



ENERGY WAVE



SLIDING KICK



DASH ELBOW



SELL

What the heck is this? Sell is a truly unique character with many great moves. He can draw power from foes and fire off special attacks with ease.

MAKANKOSAPO



KAMEHAME HA



ENERGY KIYUSHIYU



ENERGY WAVE



MORE CHARACTERS!

SAYAJIN GOKU



TRUNKS



SAYAJIN VEGITA



P SELL

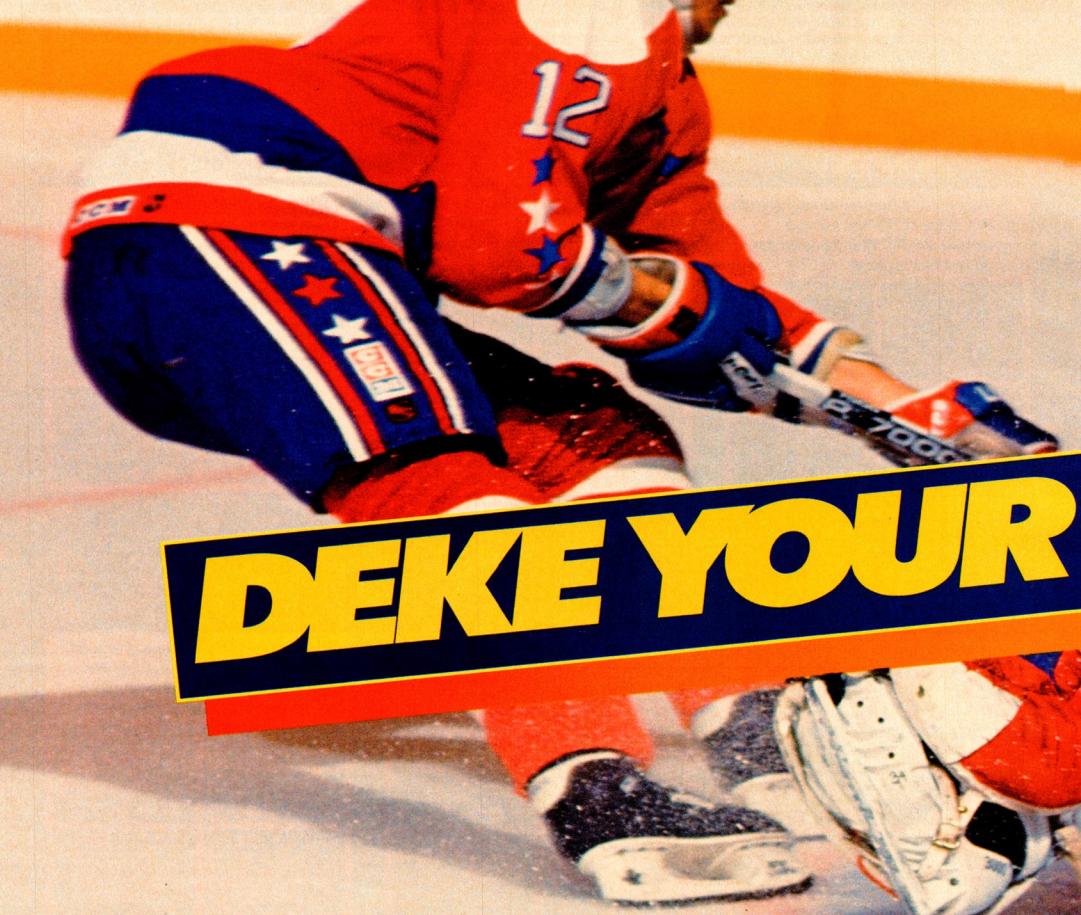


SAN GOHAN



P SELL





DEKE YOUR

NHL® '94 is Gilmour deking by Belfour. A MacInnis blast from the point. Robitaille crushing a one-timer. Moog smothering the puck with a double pad stack. Lindros enforcing with a perfect board check. Yzerman going back door.

EA SPORTS PLAYER CARDS		MPIA
Anaheim Mighty Ducks		
Team	Starting Line	Records
G	Hobert	3 Goals by
D	Tanguay	ONE PEA
R	Ladouceur	12 Saves
B	Leetch	15 Nos
M	Vokoun	20 Sos
W	Sennsone	21 G
Total Crowd Level ONE PEA		

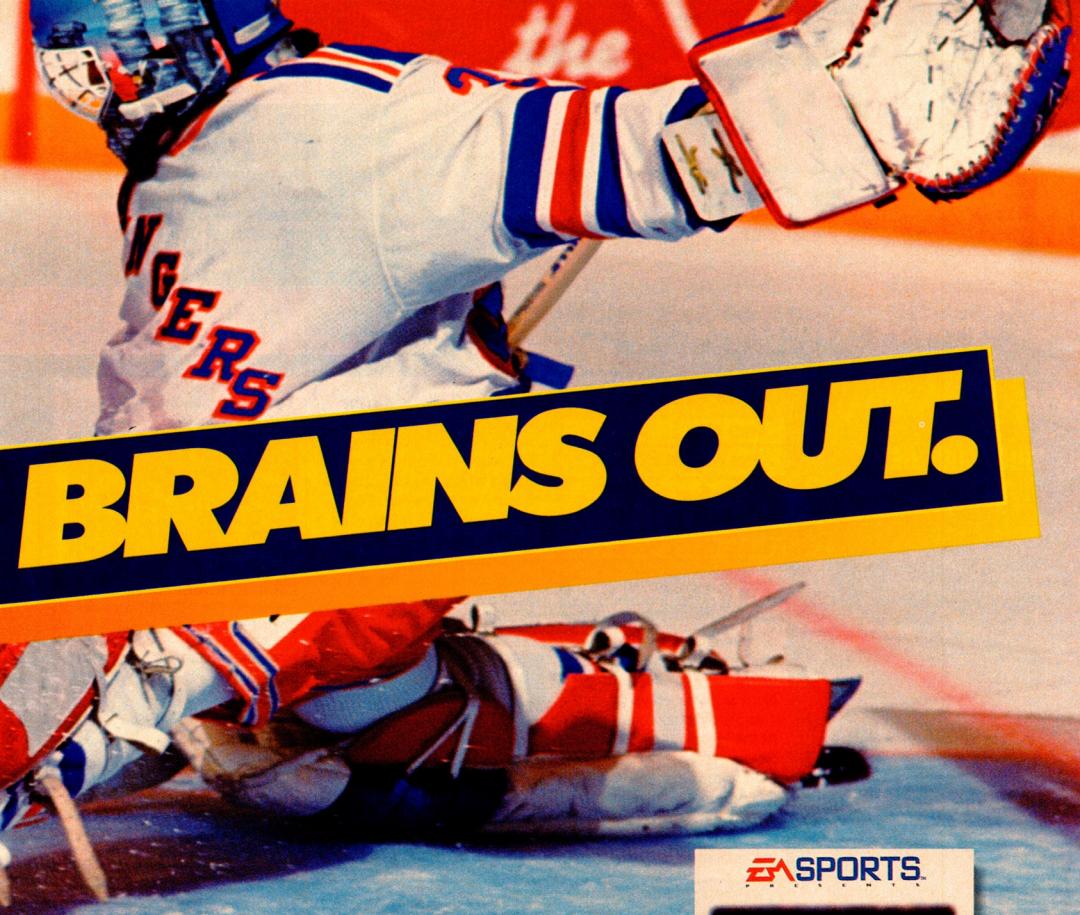
You get the new NHL expansion teams: the Mighty Ducks of Anaheim and the Florida Panthers. Plus digitized player images for every NHL starter.

'94 GAME HIGHLIGHTS

- EVERY NHL TEAM
- ONE-TIMERS
- EVERY NHL PLAYER
- GOALIE CONTROL
- EVERY NHL LOGO
- 4-PLAYER ACTION
- PENALTY SHOTS
- 50+ ORGAN TUNES

New animations
really deliver
the impact when
Chelios bench
checks Neely





BRAINS OUT.

It's the hottest, fastest, most realistic hockey action ever. Penalty killing. Wrap

**TOURNAMENT
4 WAY PLAY
SERIES**
around shots.
Control of goalie moves. Plus 4 Way Play™ for tournament raging. Visit your EA SPORTS dealer or call (800) 245-4525 anytime. And deke your brains out.



Coming soon
on Super NES®.



Now you can go one-on-one with the goalie if you're tripped up on a breakaway. The pressure's on, the crowd's going nuts. Do you have what it takes to make the siren wail?

EA SPORTS
NHL '94
By Mark Lesser, Doug West and Mike Scott Productions
License to play this game cost for play on the SEGA GENESIS SYSTEM.

EA SPORTS

If it's in the game, it's in the game.™

EA SPORTS, the EA SPORTS logo, "If it's in the game, it's in the game" and 4 Way Play are trademarks of Electronic Arts. NHLPA, National Hockey League Player's Association and the logo of the NHLPA are registered trademarks of the NHLPA and are used, under license, by Electronic Arts. NHL and the logo of the NHL are trademarks of the NHL and are used, under license, by Electronic Arts. Sega and Genesis are trademarks of Sega Enterprises, Ltd. Nintendo®, and Super Nintendo Entertainment System®, and Super NES® and the official seals are trademarks of Nintendo of America Inc.

TRICKS OF THE TRADE

TRICKMAN GETS AN ULCER...

...or at least he's close to getting one. Between the new and improved Tricks section and his marriage plans with Tina, Trickman Terry is just a jumble of nerves. Even blasting his car stereo or playing his favorite games doesn't seem to help. When consulting his doctor, the Trickmeister was told to take antacid tablets. Unfortunately, he didn't specify how many, so Terry's desk now resembles a local pharmacy! Taking too many tummy-aids is not great for the guy, and his co-workers are sick of hearing him burp! You can give the Trickman a stress break by sending in your awesome codes, cheats, and strategies to:

Tricks of the Trade, Sendai, 1920 Highland Ave, Suite 222, Lombard, Illinois 60148.

If the Trickman jumps for joy when he reads your letter, you'll get your name printed in our awesome mag as well as acquire a free game for your favorite system* from us! What a deal!

*Rules that we put in tiny print to keep our lawyers happy and cause eye strain. Sendai Publications, Inc. is not responsible for the submission of similar or identical tricks. We will not publish tricks that have been submitted by those people who submit information that has already been printed or was previously located by the staff of Trickman Terry. If you are the author of a trick or source, in the event of two identical tricks being submitted, the first trick received will be chosen as the winner. Limit one game per person per issue. You must print your name and address on the envelope in which you give your credit. Final selection of games is up to us. The allowable game systems are: NES, GameBoy, Super Nintendo, Sega CD, Sega CD+G, Game Gear, and Super NES. Void where prohibited by law.

SEND TIPS

If you've found a cool new trick, listen up! We're looking for the best of the best and we have the cash to back it up. Write your tips down and send them in pronto for 15 minutes of fame and a free video game cartridge! Check into the continuing saga of Trickman Terry for more details or get a pop in the chops.

WIN GAMES!

Street Fighter II Turbo

Super NES | Capcom

Turn Off Individual Moves

At the Handicap and Stage Select screen, take controller 2 and press DOWN, R button, UP, L button, Y, B.



Here is an interesting challenge. Choose the VS. mode in either the Turbo or Normal game. Have players 1 and 2 pick their characters. At the Handicap and Stage Select screen, take controller 2 and press these buttons in this order: DOWN, R button, UP, L button, Y, B. You will hear some musical tones that indicate the trick worked.

The screen will scroll to the left, revealing a menu for the two characters you chose. This menu consists of special moves which you can choose to leave on or turn off. For example: Vega's rolling claw can be turned off. This will make it fair for the less experienced player to go against the more experienced player, and it's a challenge for all players

by limiting their moves.



Choose the V.S. battle mode from this title screen.



Choose your characters. Do the code here to get the trick.



You can turn off any individual move, or just leave it on.

Final Fight 2

Super NES | Capcom

Same Player Code

DOWN, DOWN, UP, UP, RIGHT, LEFT, RIGHT, LEFT, and then the top L and R buttons held at the same time.



Now you can be the same characters in a two-player game! At the title screen, when it lets you choose a 1- or 2-player game, press these buttons in this order: DOWN, DOWN, UP, UP, RIGHT LEFT, RIGHT, LEFT, and then the top L and R



Do the code at the title and it will turn blue. Pick 2 players.



Player 2 picks the character first. Pick the same player.

buttons at the same time. The screen will turn blue. Select a two-player game, and then go to the character selection screen. Have player 2 choose the character you both want to play as, and then have player 1 choose the same character. Both will be the same characters, but with different colors.



When you go into the game, you will be alternate colors!



SEGA
GENESIS
GAMING SYSTEM

JOE & MAC™

BE A CAVE DUDE - SMASH A DINOSAUR!

JOE & MAC ARE TWO CAVE DUDES THAT GOTTA FIND THEIR GIRLFRIENDS - THEY'VE BEEN KIDNAPPED BY EVIL NEANDERTHALS. PICK UP YOUR STONE AXES AS YOU SET OFF ON A PREHISTORIC RESCUE MISSION, BRAVING A WILD AND WACKY WORLD FILLED WITH FLOWING LAVA, ROCK SLIDES, AND MORE PRIMORDIAL MONSTERS THAN YOU CAN SHAKE A CLUB AT. IT'S TRUE ARCADE ACTION, WITH BIG, COMIC-OP STYLE GRAPHICS AND THE BADDEST TWO-PLAYER OPTION EVER.

- EARTH-SHAKING SOUND EFFECTS
- HUGE DINOSAURS TO MEET AND DEFEND
- THE BIGGEST COLOR GRAPHICS SINCE THE DISCOVERY OF FIRE
- SAVAGE LANDS TO EXPLORE AND CONQUER
- MORE PREHISTORIC CREATURES THAN YOU CAN THROW A STICK AT!
- FIVE LEVELS - BOTH VERTICAL AND HORIZONTAL - FILLED WITH PREHISTORIC FUN.
- FOR 1 OR 2 PLAYERS

TAKARA®

Video Game Division

230 Fifth Avenue, Suite 1201-6, New York, NY 10001

Tel: 212 689-1212

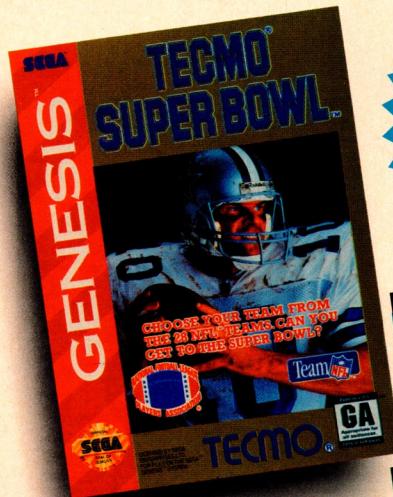
Licensed by Sega Enterprises, Ltd. for play on the
Sega™ Genesis™ System.
SEGA and GENESIS are trademarks of Sega Enterprises Ltd.
©JOE & MAC™ 1991 Data East Corporation.



TECMO[®] SPORTS

SEGA™

THE BIG GAME.



NEW FEATURES!

- DIVE OVER THE TOP.
- WEATHER SELECTION.
- TOUCHBACK.
- DEFENSIVE PLAYER ALSO AVAILABLE AS A RECEIVER.
- UPDATED ROSTER.



IT'S AN EXCITING TOUCHDOWN!

In November of 1991 Tecmo launched the original Tecmo Super Bowl. The demand for Tecmo Super Bowl was so great that most stores sold completely out of stock within a very short time. We strongly suggest you contact your local game retailer and reserve your Tecmo Super Bowl.

Licensed by Sega Enterprises Ltd. for play on the Sega™ Genesis™ System. Sega and Genesis are trademarks of Sega Enterprises Ltd.

© TECMO, LTD. 1993 Tecmo is a registered trademark of Tecmo, Inc.

**TECMO[®]
16 Bit
SPORTS**

SUPER NINTENDO.
ENTERTAINMENT SYSTEM

GO FOR IT.



16 BIT SUPER NES



NEW TOUCHBACK FEATURE!

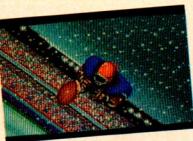


NEW FEATURES!

- DIVE OVER THE TOP.
- WEATHER SELECTION.
- TOUCHBACK.
- DEFENSIVE PLAYER ALSO AVAILABLE AS A RECEIVER.
- UPDATED ROSTER.



FIELD GOAL!



DIVING CATCH!



© 1993 NFLP

SUPER BOWL and NFL Shield Design are trademarks of the National Football League.

© 1993 NFLPA

Officially Licensed Product of the National Football League Players Association.

Nintendo, Super NES and official seals are registered trademarks of Nintendo of America Inc. ©1993 Nintendo of America Inc.
©TECMO, LTD. 1993 Tecmo is a registered trademark of Tecmo, Inc.

TECMO SPORTS™



TRICKS OF THE TRADE

CHEAT SHEET

GAME GENIE

Street Fighter II: Turbo Edition Capcom / Super NES

You must have a Game Genie peripheral for your Super NES to make these codes work. At the Game Genie's code entry screen, just enter the following passwords from Galooob for various results:

F034-7405 - 1st throws do more damage (if you have enough energy), others do less damage.

DD3F-EFAD - Players can walk through each other.
DD18-570D - 1st hit of any kind defeats opponent.

DF04-5DAF - Winner of 2nd round wins the battle.

ADFC-E40D + F9FC-E46D - Allows you to select up to 10 stars instead of 4 for Turbo Mode.

D071-E460 - No charging required for special moves (Except Balrog's Turn Punch Power).

DD75-8460 - Hard special moves become light.

D475-8461 - Hard special moves become medium.

D675-8462 - Hard special moves become disabled.

8ED2-87A9 - Invisible players.

C933-7DA9 - Most special moves go nowhere.

C9B8-77A5 - Fireballs go nowhere.

D630-1DAD - Ryu's hard Dragon Punch goes farther.

Battletoads in Battlemaniacs

Super NES	Tradewest
-----------	-----------

5 Lives and 5 Continues

At the Tradewest logo or the title screen, hold DOWN, A, B and press START. When the flag blinks red, the trick worked.



Does this game seem to get very difficult as you advance through the levels? Fear no more, because this code will let you jam through this game with extra lives and continues. When you turn on the game and the Tradewest logo appears, or the title screen comes up press and hold DOWN and the A and B buttons. While



At the Tradewest or title screen, do the trick.



If the flag flashes red, you'll know the trick worked.

still holding these, press START. When the next screen appears, the Battletoads' flag should blink red once, indicating that the code has worked for you. Choose a one- or two-player game, and you will be ready for action with plenty of Toads to spare! Be careful.

Francis Vivero
Williams Bay, WI



Start you game with five lives and continues for both players!

Super Turrican

Super NES	Seika
-----------	-------

Level Skip

Pause the game. Now, press RIGHT, LEFT, DOWN, RIGHT, A, and then START. Do this in every level of the game.



Go into the game and press START to pause the game play. Now press RIGHT, LEFT, DOWN, RIGHT, A, and then START. You will hear music and you will then fade into the next level. You can keep doing this in every level until you get to the end of the game!

Onder Kacak; Cologne, Germany



Pause the game and do the code to go to the next level.

Pocky and Rocky

Super NES	Natsume
-----------	---------

Stage Select

On controller 1, hold X and Y. With these held, press A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B to make the trick work.



On this screen, hold X and Y. Then do the code with the pad.



The Stage Select screen will appear. Choose any level.

This cool trick will let you get a stage select for this game. Here is how to do it: On the Player Selection screen, take controller 1 and press and hold the X and Y buttons. With these held, press these buttons in this order: A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B. You will then hear a sound that

indicates the trick worked. Choose your player and hit the START button. The Stage Select screen will then appear. Now, choose any stage you wish to play. You will even get to choose the last stage in which you must fight the Black Mantle. Defeat this last Boss and win the game!

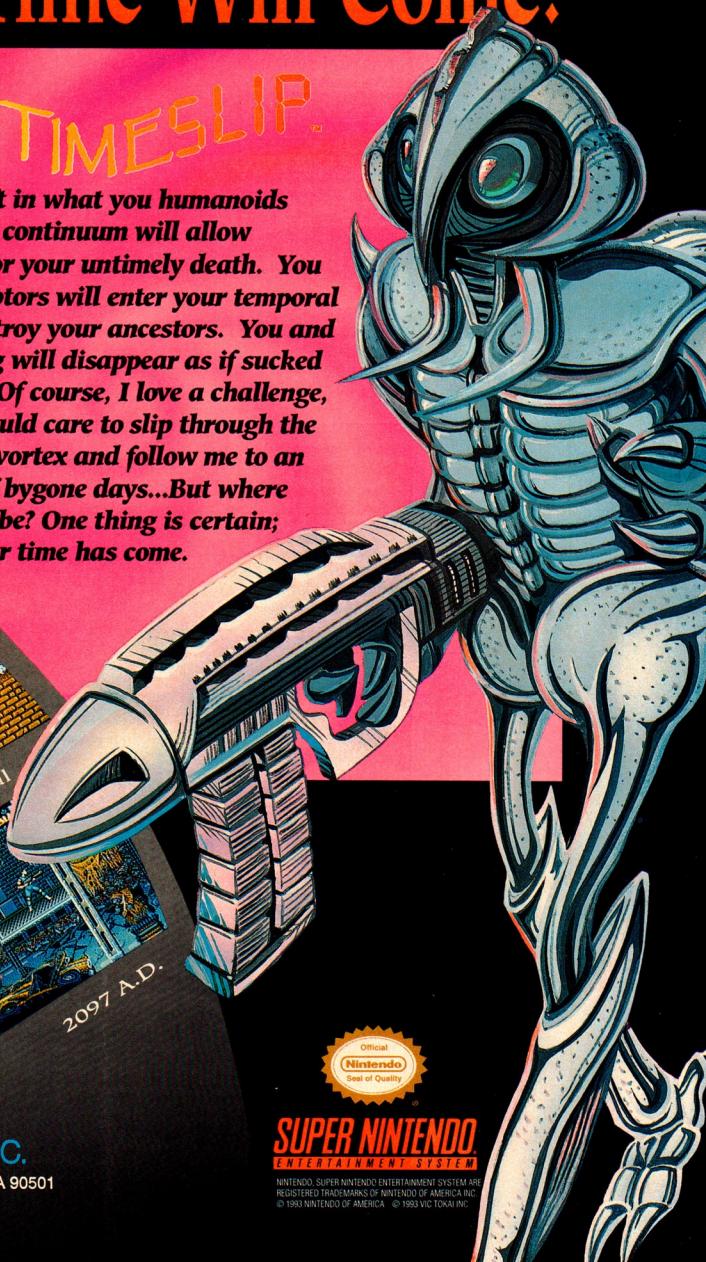
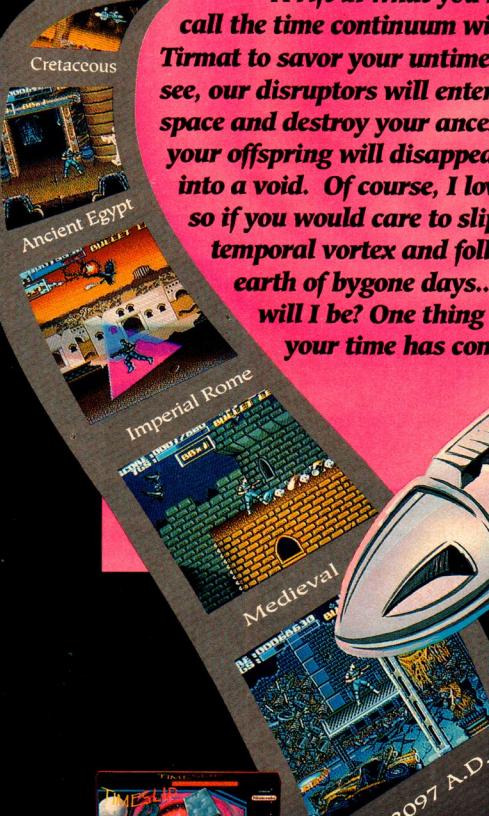


You will be able to go to the last stage to fight Black Mantle.

Your Time Will Come.

TIMESLIP™

A rift in what you humanoids call the time continuum will allow Tirmat to savor your untimely death. You see, our disruptors will enter your temporal space and destroy your ancestors. You and your offspring will disappear as if sucked into a void. Of course, I love a challenge, so if you would care to slip through the temporal vortex and follow me to an earth of bygone days...But where will I be? One thing is certain; your time has come.



VIC TOKAI INC.

22904 Lockness Ave., Torrance CA 90501
Tel. (310) 326-8880

**SUPER NINTENDO.
ENTERTAINMENT SYSTEM**

NINTENDO, SUPER NINTENDO, ENTERTAINMENT SYSTEM ARE REGISTERED TRADEMARKS OF MITSUBISHI ELECTRIC INC.
© 1993 NINTENDO OF AMERICA © 1993 VIC TOKAI INC.

CHEAT SHEET



Street Fighter II: Turbo Edition cont.

D52D-CDAF - Ken jumps backward farther.
E52E-14AF - Ken jumps forward farther.

DF30-17AD - Ken's hard Dragon Punch doesn't go as far.

D330-17AD - Ken's hard Dragon Punch goes farther.
DF30-17OD - Ken's medium Dragon Punch doesn't go as far.

D630-14AD - Ken's light Dragon Punch goes farther.
3E31-37AD - Hard projectiles go faster.

EE31-37AD - Hard projectiles go slower.

3E31-37OD - Medium projectiles go faster.

EE31-37OD - Medium projectiles go slow.

3E31-34AD - Light projectiles go faster.

EE31-34AD - Light projectiles go slower.

DE35-1FAD - E. Honda's hard Sumo Head Butts are faster.

DF35-1FAD - E. Honda's hard Sumo Head Butts are slower.

DE35-1FOD - E. Honda's medium Sumo Head Butts are faster.

F436-1DDDD - E. Honda's hard Sumo Smashes are faster.

F435-17DD - E. Honda's light Sumo Smashes are faster.

Nigel Mansell's World Championship Racing

Super NES	Gametek
-----------	---------

Race Passwords

On the selection screen, go to the "Password" option and press START. Put in these codes to race in more places.



Put in these passwords to race in other countries:
MEXICO - LZ9ZN40LJ2541STCVL
BRAZIL - 6CL732YLZ3H07VNBR9
SPAIN - PZPP693R91Q7NHQ..2
SAN MORINO - R49RGKFH.JBDSV0T79
MONACO - L0XJ.XVCH3L7GDCF0R



At this Selection screen, move to the Password option.

PLEASE ENTER PASSWORD

PASSWORD:
LZ9ZN40LJ2541STCVL

B	C	D	E	F	G	H	J
K	L	M	N	O	P	R	S
V	W	X	Y	Z	B	I	C
4	5	6	7	8	9	0	E

Enter your favorite password here to race in many places.

Alien 3

Super NES	Acclaim
-----------	---------

Cheat Mode

On controller 2, press A, B, Y, and X. On controller 1, the A, B and X buttons toggle different cheats.



CANADA - B7JPR4QRB.RG08HNL
FRANCE - LV0BZ206FG0K62K2D7
BRITAIN - TKX.B7G3VTJFS1QSX
GERMANY - TQPCLTB7X21.JQGT
HUNGARY - HL2FWG1Y20FL.1NG5
BELGIUM - YMGW4BXM3BV61JR565

ITALY - 4QX4JKWX50ZQ..K35
PORTUGAL - 4F3M0T5Z07064KG5D
JAPAN - R48RR9GT7JB.BZVR4D
AUSTRALIA - 33DV4B0F1ZZG538GW3
ENDING SCREEN AND CREDITS - PV2JTFBK4Y696H4DXY

Joey Lopatka; Boca Raton, FL

Jungle Strike

Genesis	Electronic Arts
---------	-----------------

Passwords

Just start the game and press button A to access the Password screen and enter your desired password.



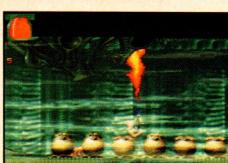
Here is a list of level passwords. Just start the game and press button A to access the Password screen. Now put in the level password.

Campaign 2:

RL6GYKBX6GG
Campaign 3:
9V6CR9WNMCZ
Campaign 4:
XTMDR9WNMCJ

This trick can be done while playing the game any time you want to toggle a cheat mode. On controller 2, press these buttons in this order: A, B, Y, and X. On controller 1: A Button: Toggles invincibility B Button: Toggles damage X Button: Toggles unlimited weapons.

Jeff Davies; Foster City, CA



You will be invulnerable to hits and have unlimited weapons.

MAIN MENU

A: CAMPAIGN #2
SUB ATTACK
B: COPILOT
MIKE SHERRA
C: OPTIONS

PRESS START TO PLAY

At this screen, press button A to access the Code screen.

CAMPAIN MENU

ENTER PASSWORD
RLGGY1GBXGGG

PRESS START TO EXIT

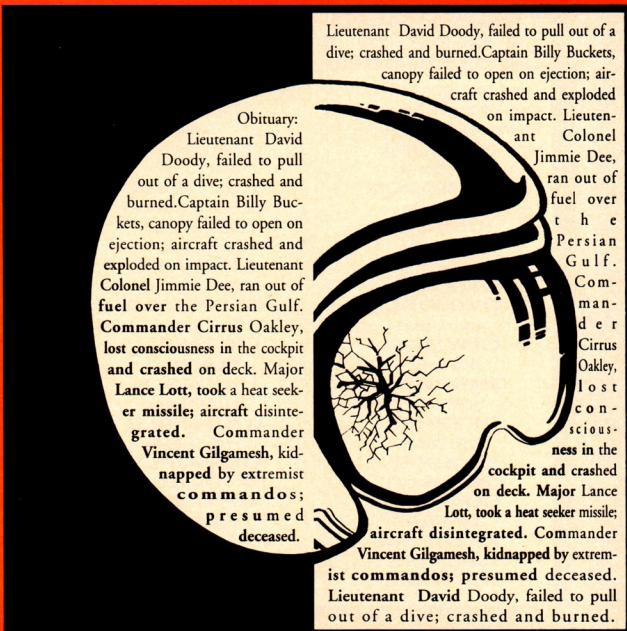
Enter the password for the level you want to play.



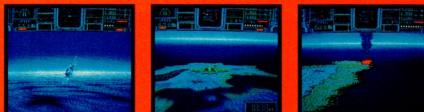
You will be able to access any campaign. Protect and serve!

WANTED:

Replacement Pilot For Stealth-On-Stealth Mission.



Whether you're a top gun or an air bum, **Lock On** puts you on target. Fly intercept missions in the flashy F-14 Tomcat, super fast Tornado or stealth-enhanced FS-X. Blast tanks and ground installations in a A-10 Thunderbolt. Not for those who want to fly the friendly skies!

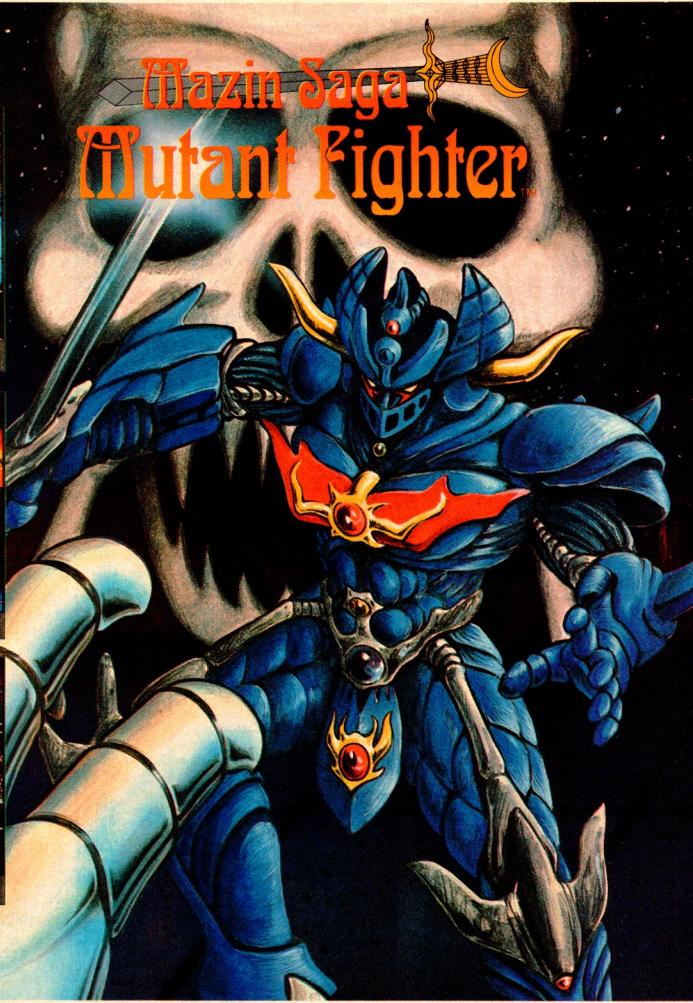
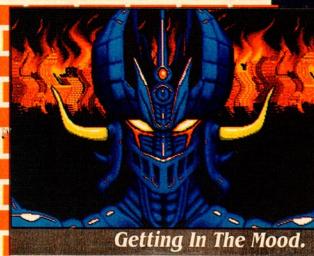


VIC TOKAI INC.

22904 Lockness Ave., Torrance CA 90501
Tel. (310) 326-8880

SUPER NINTENDO.
ENTERTAINMENT SYSTEM

YOU'VE GOT A REAL FIGHT ON YOUR HANDS.



MAZIN SAGA, MUTANT FIGHTER PUTS FIGHTING BACK WHERE IT BELONGS; IN THE STREETS!



VIC TOKAI INC.
22904 Lockness Ave., Torrance CA 90501
Tel. (310) 326-8880

GENESIS



TRICKS OF THE TRADE

CHEAT SHEET

ACTIVATOR
FOR SEGA GENESIS

Street Fighter II: Special Champion Edition Capcom / Genesis

Here is a first look at many great moves for some of the more popular characters in SF2:SCE for the Genesis using the Activator controller. Refer to the diagram below for reference to these moves. Using specific hand and foot movements, you can execute the special moves for these characters. High is for hand moves and Low is for foot moves. These tricks are utilized with the character facing right on the screen.

(L = Low & H = High)

RYU or KEN:

Hurricane Kicks - 5L, 7H & 5L, 7H & 8H.

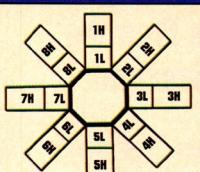
Fireball (Punches) - 5L, 5L & 3H, 3H & 2H.

Dragon Punch - 3H, 5L, 5L & 3H, 3H & 2H.

BLANKA or HONDA:
Roll/Torpedo (Punches) - 7H for 2 seconds, then 3H & 2L.

Upward Roll/Sumo Smash (Kicks) - 5L for 2 seconds, then 1L & 2H.

Electricity/Hundred Hand Slap - 2L



Battletoads and Double Dragon

Nintendo Tradewest

Start With 5 Lives

Choose the character you want to play. Then hold UP, A and B at the same time. Press START to begin with 5 lives.



If you would like to start your game with 5 lives instead of 3, enter this code for Battletoads & Double Dragon. First, choose the character you wish to play, whether it be one of the Battletoads or one of the Lee brothers. What you must do next is press and hold the UP, A, and B buttons at the same time. Then press



At this character selection screen, do the code.



You will start the game with 5 lives instead of the normal 3!

START. When you begin your game, you will have 5 lives instead of the normal 3. You can also do this code when you are asked to continue. The second player can also get 5 continuities by doing the same code on the second controller. Now, both players can have the advantage.

Chester Lota
Chesapeake, VA



Do the code with 2 players and also when you continue!

B.O.B.

Super NES Electronic Arts

Maximum Power-Up

Go to the Continue option and put in the code: 196420. Start the game and you will be powered-up to the max.



Start your game with all weapons powered-up to the max and the remotes filled to 9. To do this, go to the Continue option at the beginning of the game, and put in the following code: 196420. The game will tell you that this is an invalid password, but the code will still work. Just start the game to get powered-up.



You will have every weapon you need with this code.

Bubsy

Genesis Accolade

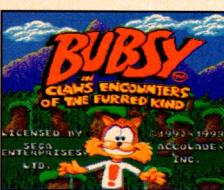
Passwords

Just press button A to access the Options screen. Move to "Password" and enter your desired code to advance levels.



At the title screen, press A to bring up the Options menu. Move to the Password option and then press RIGHT and enter the following codes:

- Chapter 01 - JSSTCS
- Chapter 02 - CKBGM
- Chapter 03 - SCTWMN
- Chapter 04 - MKBRNL
- Chapter 05 - LBLNRD
- Chapter 06 - JMDKRK



At this screen, press button A to access the Options screen.



Choose Enter Password to put in the code of your choice.

Chapter 07 - STGRTN

Chapter 08 - SBBSHC

Chapter 09 - DBKRRB

Chapter 10 - MSFCTS

Chapter 11 - KMGRRBS

Chapter 12 - SLJMBG

Chapter 13 - TGRTVN

Chapter 14 - CCLDSL

Chapter 15 - BTCLMB

Chapter 16 - STCJDH

Michael Cote, Sandown, NH



You will be able to start from the chapter of your choice.

You're Up Ship's Creek



If you sink you've seen everything, wait a minnow. Aquatic games is the wildest, wackiest sports game ever. Dive head first into Olympic events like the 100 Meter Splash, Eel leaping and Kipper Watching. It's a shell of a good time for everyone from parents to little squids!

You'll laugh so hard you'll wet your pants, but that's what's so fin-tastic about this game. Nobody will even notice! Individuals and teams. Up to 4 players.

 SEIKA
Breakin' All the Rules

NINTENDO® SUPER NINTENDO ENTERTAINMENT SYSTEM® and the official seal are the trademarks of Nintendo of America Inc. ©1992 Nintendo of America Inc. ©1993 Seika Corp., USA

MOST WANTED TRICK

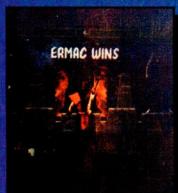
I am a big fan of the arcade game, Mortal Kombat. In fact, I can beat anybody I have ever played. I was the first kid in my neighborhood to find Reptile. About 6 months ago, I was playing the game and before the fight started, this red ninja jumped on the screen and said, "I will fight you near the statues."

About a week ago, I was playing against my friend, Bob Shields, and we were both playing Johnny Cage. I beat him double flawless victory using only punches. Then suddenly, the red ninja jumped on the screen and said, "I am Ermac. You will never defeat me." He kicked my ##, and the game said, "Ermac wins." Bob had a Polaroid camera with him, but the store was dark and the picture didn't come out very good.

Exactly how do you get to fight Ermac, 'cause we keep trying to get him to come back. I think it has something to do with the Warrior Shrine. Has anybody else found him?

Tony Casey

Well, can anybody else find out about this mystery character? It may be worth some prizes announced in upcoming issues if you do!



Vegas Stakes

Super NES	Nintendo
-----------	----------

Win the Game

Play the slots until you win \$100,000. Save your game along the way. Bet on Blackjack until you win.



In Vegas Stakes for the Super NES, you can do this method to get approximately ten million dollars and win the game. To do this, start a new game with your given money and play the slot machines. Every time you win a large sum of money, go back to your room and save your game. Do this until you reach \$100,000. By sav-



Play the slot machine until you win enough for Laurel Palace.



Keep saving your winnings and you'll win the game!

ing, you won't go broke from one mistake. You will also be accepted into Laurel Palace, which is only for the high rollers. Switch your game to Blackjack and bet all of your money on one hand. If you lose, just push the Reset button on your Super NES and choose to continue your game with all of the money intact. Bet all of your money again.

Revard Moore
Duluth, MN

Raging Fighter

GameBoy	Konami
---------	--------

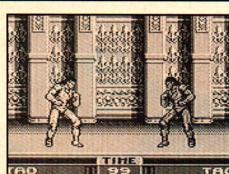
Player vs. Same Player

Put in UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A, B to play fighter vs. fighter in this game.



At the title screen, just enter that well known code: UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A, B. If it worked, you will hear a chime, and at the bottom of the options screen it will say "Command On." You can now play fighter vs. the same fighter. Go against your twin!

Noah Hansen, Northbrook, IL.



Put in the code and you can fight your shaded twin!

Shining Force

Genesis	Sega
---------	------

Name Every Character

On pad 2, hold A, B, and C. Press START. On pad 1, press A, C and START at the same time to name game characters.



There is a way to name every character in the game Shining Force. To do this, you must first start a new game and name your character. After you are done, go to "End" and press these buttons on the controllers. On controller 2, hold A, B, C and press START. On controller 1, press A, C and START at



Name your character and go to "End." Now put in the code.



A different character will appear. Name this one too.

the same time. A new character will appear. Name the character and another one will appear. This will happen until you have named every character in the game. Now when you talk to people, you will recognize them by what you named them yourself!

John Schmidt
Westminster, CA



You will name one after the other until it is complete.



OK!



Who Left The Door Open?

"Brain Bustin', Thumb Crampin' Excitement!"

Electronic Gaming Monthly



"The thinking man's action/ platform game" DIE HARD GAMEFAN

They're Tricky! They're Trouble! They're Troddlers. Hokus and Pokus are two lazy sorcerer's apprentices. The great magician Divinius barks a simple order: "Clean out the cellar!" But NOOOOO!, they do the stupidest thing they could possibly do, they open a box labeled...

WARNING!
Instant Magical Troddlers
May Zombify If Allowed To Teleport



"Troddlers joins Lemmings at the top" GamePlayers

"Hey, maybe these Troddler dudes will help us do the work," they thought. Wrong! They Bail! Right through the teleporter door - hundreds of 'em! Divinius will park their butts in a sling if they're not back pronto! 175 levels of fast, funny, frazzling excitement! Round up those Troddler dudes before they get ZOMBIFIED. You'll work like a dog, but you'll love every minute of it!

S SEIKA
Breakin' All The Rules™

"BOWSER'S

THE SOFTWARE TOOLWORKS PRESENTS
A GEOGRAPHY LEARNING ADVENTURE
THAT'S WAY COOL!!!



LICENSED BY

Nintendo

GOT ME!!"



Deep within Antarctica, the evil Bowser has kidnapped Mario and plans to flood the planet by melting the snow. Bowser has the latest in high tech - the Passcode Operated Remote Transportation And Larceny System (PORTALS). Using the PORTALS, Bowser's lizardly henchmen steal off

to famous cities where they commit dastardly deeds.



Travel the world instantly through PORTALS

It's up to you and the "ever-true-to-his-bro" Luigi to travel around the world, rescue national treasures and find the missing clues to save the world from destruction by Bowser. You'll explore exotic locations, chat with friendly (and not-so-

friendly) natives, collect valuables, outsmart the thieving Koopas, master the Globulator, and then rescue Mario in a surprise ending.



Snap a perfect picture in famous cities of the world!

For NES® Super NES® and IBM® PC & Compatibles



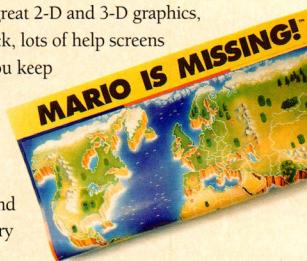
For the dealer nearest you or to order, call toll-free
1-800-234-3088

TM and © Nintendo of America Inc. © 1993 The Software Toolworks, Inc. All Rights Reserved. Mario Is Missing, Mario, Luigi, Bowser, Super Nintendo Entertainment System, Super NES and NES are registered trademarks of Nintendo of America Inc. IBM is a registered trademark of International Business Machines Corp.



MARIO IS MISSING! has great 2-D and 3-D graphics, a new Mario music soundtrack, lots of help screens and a fold-out map to help you keep track of facts, clues, photos and data.

Best of all, it's Mario's greatest adventure yet. Around every shadowy corner, in every exotic city -- there's always something new!



Keep track of your clues, facts and cities with your fold-up map

MARIO NEEDS YOU NOW!

Mario has been your true-blue friend for years. Now, he needs your help. The evil Bowser has your favorite plumber in his grasp and it's up to you and Luigi to rescue Mario and save the planet from destruction. And it's time for you to be a Mario hero!

MARIO IS MISSING!™



NEXT WAVE

NEW SOFT NEWS

In Sega news this month, Interplay has obtained a license to develop games for the Genesis and Sega CD! Titles for the Genesis that are already planned include Rock N' Roll Racing, Clay Fighter, and a version of The Lost Vikings that is compatible with the four-player adapter for the Genesis. America's favorite purple dinosaur is actually coming to the video game scene from Sega. Not much is known about it, but if it's anything like the television series, it will probably be educational with lots of happy singing.

For Super NES owners, you can look forward to many new RPGs to be released around Christmas time. Square's Secret of Mana, Taito's Lufia, and Enix's Paladin's Quest will be enough to satisfy every role-playing fanatic for a while. There are plenty of cartoon-based video games in development. Ren & Stimpy, the kooky cat and dog duo, is still in the works from T+HQ and it's really shaping up well. Also, Eek the Cat from Ocean looks like a blast. Itchy & Scratchy from Acclaim looks like it could be a hit as well. Lots to look for!



Konami Lethal Enforcers

Sega CD

Shooter

The arcade smash hit *Lethal Enforcers* is coming to both the Sega CD and the Super NES. Both versions of the game recreate all the intensity and drama of the coin-op.

Terrorism has been at an all-new high, and security has been stepped up to thwart the criminal activities. During your duty, you will be faced with a number of high pressure situations. The game starts off with a holdup at the local bank. Take down as many thugs as possible before following them in your car.

The next level takes you to China Town, a place filled with criminal activity. The others missions will take you to an airport, a subway terminal, and even a factory.

Along the way, you will be able to acquire better guns, so that you may decimate the crooks faster. Just make sure you don't hit innocent civilians.

Lethal Enforcers is as close as one could get to the arcade game. The Sega CD version has real voice in it for added effect. To make the game play like the arcade, a special gun will be packed in with both versions.

If you ever wanted to be a police officer, you'll like this game. It's just like the shoot-don't-shoot simulators that the police use.

18 GAMES PREVIEWED!!!

Lethal Enforcers, Jim Power - The Lost Dimension in 3-D, Sonic Spinball, Cliffhanger CD, Last Action Hero CD, WWF: Rage in the Cage CD, Lufia, Dr. Franken, Mutant League Hockey, Dune CD, Secret of Mana, Genghis Kahn 2, Star Quest, Metal Marines, Joe Montana Football CD, Pirates of Dark Water, Sunset Riders, Virtual Pinball, and Virtua Racing

Plus look for more hot titles in our Last Minute Update sections in the back!



The terrorists will get up close and personal to blast you full of holes.



Shoot out the tires to stop the bad guys from making their getaway.



The Super NES version (pictured above) has a few more colors than the CD.

LETHAL ENFORCERS

2 PLAYERS 2 SCREENS 2 COOL!



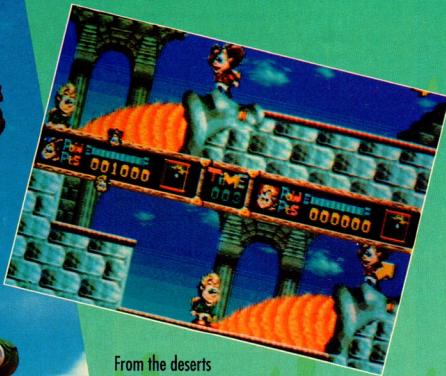
Are you ready for a reckless race that's like nothing you've ever experienced? DASHIN' DESPERADOES pits you against a friend or the computer in a split-screen speed contest that puts a whole new perspective on "getting ahead"!

Will and Rick were best buds until Jenny came to town. They've been rivals ever since — and now Jenny's dad has given her a trip around the world for her birthday. Will and Rick are both determined to go along as her bodyguard, and they'll do anything to top each other!

LICENSED BY
SEGAWORLD LTD.
FOR PLAY ON THE
SEGA™ GENESIS™ SYSTEM

OFFICIAL
SEGA
SEAL OF
QUALITY

DATA EAST



From the deserts of the Southwest to the icebergs of the Arctic, through shark-infested seas and haunted ruins, you'll need your fastest footwork, your wits, and a few handy bombs to keep Jenny safe and sound — and to leave your opponent in the dust! So you'd better get dashin', desperadoes — and may the coolest cowdude win!



GET THE ADVANTAGE!
Call the Data East Tipline
1-900-454-5HELP
.95 first minute/.75 each additional minute

NEXT WAVE

Electro Brain

Jim Power: The Lost Dimension in Time

Super NES

Action

Electro Brain's hot new cart has a radical new feature that allows you to see the game in 3-D. The new technology is accomplished by a pair of cardboard glasses which the player wears. One lens is plain and the other is polarized. These are very different from the old glasses with red and blue lenses. Using this technology, the game can be played in 3-D with the glasses, or in 2-D, without the specs!

Jim Power is divided into many levels. Some are action oriented, while others are shooters. A lot of variety!



Vicious enemies will consistently try to take your life—if you let them.



This special Mode 7 level is actually a trap-filled maze teaming with enemies.



Fly through the pulsating caverns to get to the very heart of evil.

Sega

Sonic Spinball

Genesis

Action

Sega's Sonic Spinball is nearing completion, so it can be ready for Sonic Mania Day on November 23. EGM was able to get a closer look, and we mapped out the first level so you can see the depth and intricate detail of Sonic's latest adventures.



Save Sonic from the crushing jaws of death, otherwise he's roadkill.



Sony Imagesoft**Cliffhanger CD****Sega CD****Action**

Sylvester Stallone's hot action flick Cliffhanger is coming to the Sega CD. Very similar to the cartridge version, you can expect this one to have a lot of effects not found in the cart. For example, there is a ski-boarding scene that has to be seen to be believed. It's on par to the driving scenes in the Batman Returns CD game.

The rest of the game will have you fighting criminals, running from an avalanche, and climbing sheer cliff faces. It's enough to make even Sylvester Stallone cringe!

With the expanded capabilities of the CD, the cinemas will be just like the film. If you want to face the same treacherous battles that overwhelmed you in the movie, this game is a must. One of the better Sega CD games.



To master these scenes, jumping and timing are necessary skills to have.



Keep your balance on the icy snow board, or you'll flop right off.



Wander off the path and you'll wipe out... if you catch my drift.

Sony Imagesoft**Last Action Hero CD****Sega CD****Action**

Still steaming from the theatres, Last Action Hero is now an exciting new Sega CD game.

Using the technology that was used in making Dracula for CD, you control Jack Slater (AKA Arnie) through a slew of mind-boggling levels taken directly from the film. This game looks very cool.



Control Jack as he seeks out the baddies and the Magic Ticket.

NEXT WAVE

Arena**WWF Rage in the Cage****Sega CD****Sports**

Wrestling comes to the Sega CD. Arena's WWF Rage in the Cage is a solid wrestling title with a lot of special moves and digitized cinema displays. Wow.



He's fast. He's crazed. He's cracked! He's got hair with an attitude. Run for **Rocky Rodent**.

Before your video game store runs out!



© 1993 IREM

IREM
IREM AMERICA CORP

NEXT WAVE

DTMC

Dr. Franken

Super NES

Action

For a whimsical, yet spooky adventure, take a look at Dr. Franken on the Super NES. If you've ever played it on the GameBoy, you know that this game has a lot of intriguing places to explore, and a whole host of freaky monsters to tackle.

Control Frankenstein's monster through a variety of zones. Try to survive the many colorful levels, and you may just win. The backgrounds of this game are drawn quite well, and the game plays smoothly. You'll laugh when you see your death animations.



When a monster's got to go, he's got to go. Beware the occupant.



The Reaper doesn't look so grim, but he'll kill you nonetheless.



Dr. Franken will test your mettle, as you try to find a way out.

Taito

Lufia

Super NES

RPG

People always complain that there aren't enough role-playing games out there. Well, Lufia is the answer to your complaints.

Gather a party of adventurers and search out dungeons and castles while trying to rid the land of evil. Find mystical weapons, and with a little luck, you'll survive.

Lufia is very well done. Its graphics are crisp and clear, and on the whole, very colorful. The play mechanics are easy to learn, and the battle scenes are reminiscent of those in Phantasy Star 3.

If you want a long and involving adventure, you can't go wrong with Lufia. It is a well rounded role-playing game, and should challenge everyone.



Solan ★ 78 628
Guy ★ 78 649
Arka ★ 78 661

Battle beings powered by dark magic, using your own weapons and skills.



Treasures are always a welcome sight. Maybe a magic weapon is inside.

Electronic Arts

Mutant League Hockey

Genesis

Sports

If you think that video games are losing their violent edge, think again. Electronic Arts' Mutant League Hockey starts where their football game left off. This completely original hockey game has all sorts of strange things happening. Where else can you find a shark and an octopus waiting and ready to devour players? This bizarre Genesis cart not only has you able to maul the members of the opposite team, but you can also kill them. Mutant League Hockey will satisfy anyone's appetite for blood and guts. Obviously this game wasn't intended for children, as the extreme violence is quite spectacular. Since it is made by Electronic Arts,

you can be assured that the game play will be top-notch. One look at the screens below, and you can easily see that the programmers took their time with this one. Mutant League Hockey is almost as violent as the real sport. It's strange, but awesome. If you like hockey, this is one that you'll find to be totally different from the others.



Even shooting the puck into the goal takes on a whole new meaning.



Alright! Who ordered the squid surprise? Watch out, it may eat you.



A shark or two will help break up the monotony of death and destruction.

Virgin Games

Dune CD

Sega CD

RPG

Travel to Arrakis, also known as Dune, to engage in the trade of spice. You are Paul of the house Atreides. Deal with the mysterious Fremen and the Harkonen army. See if you can somehow gain control of the Spice, and defeat the vile Harkonens.

Being a CD game, you will see effects unlike any other. For example, the ornithopter scenes are realistic as you really seem to fly over the blistering desert sands. Visually, Dune CD is stunning; its detailed drawings of the many characters make you feel as if you are really there.

Dune CD should entice anyone who has ever played the computer version. This game not only has a great plot, but it's easy to play, as the interface is even better than the PC version!



Study the history of Arrakis to gain important clues during your quest.



Talk to the Fremen to get them on your side and help mine for spice.



The Ornithopter can take you where you want to go on Arrakis.

Square Soft

The Secret of Mana

Super NES

Action/RPG

The Secret of Mana is about the battle between the forces of good and evil for a young boy's soul. The boy has a sword that is both the key to restoring peace, and yet something of the darkest evil. In a world where nothing is as it seems, friends become foes, and monsters become allies.. Can you handle it?



Towns are a great place to gather information about your journey.

NEXT WAVE

Koei

Genghis Kahn II

Super NES

Simulation

In the tradition of the great Koei simulations, Genghis Kahn II: Clan of the Grey Wolf, a game about war and survival in ancient times, is on its way! Take control of your military forces and try to win the wars.



YIELD TO RODENT

He's a hairball on wheels. A rodent with an attitude. A head-on collision with what's happening. Catch **Rocky Rodent** at your local video game store—if you can move that fast.



© 1993 IREM

IREM
IREM AMERICA CORP

NEXT WAVE

Namco

Star Quest

Genesis

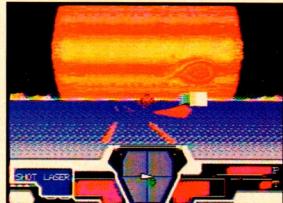
Action

Get ready for a futuristic action RPG that's light years ahead of the usual games. Track down intersteller criminals called Voids, and eradicate them with your high-tech space ships. Team up with your robotic buddy Freddy, and work together to bring the criminals to justice.

Players have been on the lookout for Star Quest for a long time. It was well worth the wait. The combination of action with RPG elements really gives this game a unique flavor. I highly recommend it.



At the command center, you'll be assigned your missions.



Engage on a search and destroy mission, and become a hunter.



You've got an enemy in your sights. Let your mark be true.

Namco

Metal Marines

Super NES

Simulation

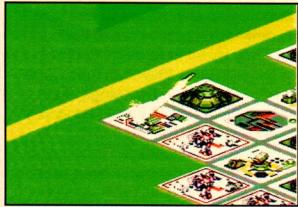
One of the neatest games in a long time is Metal Marines. It is a military sim that is quite unlike any other. You have control over a wide range of deadly weapons, including mechs. The object is quite simple—outlast your enemy who is trying to destroy you.

To totally eradicate your foe, you can launch missile strikes, or better yet, have a mech assault team demolish his bases. You have so many options at your disposal, the possibilities are endless.

Metal Marines is a good game to try, especially since there are so few military sims. The graphics are nothing to write home about, but the game is solid, and a lot of fun to play. It's a game worth trying out, even if you don't like war simulations.



Have a mech platoon wipe out an enemy base. It's a great stress reliever.



Launch tactical nukes at the other guy, and hope he doesn't do the same.

Dynamix

Stellar Fire

Sega CD

Shooter

Play as a pilot from the year 2206, as the lead fighter in the assault against the vicious Draxons. Travel through the Arturan planetary system in search of the defense shields that could open up the heart of the Draxon empire. The Draxon armada has a whole arsenal of weapons in which to destroy you. They have flying jets, armored tanks, and other deadly weapons. Luckily, you can find power-ups amidst the ragged battlefield.

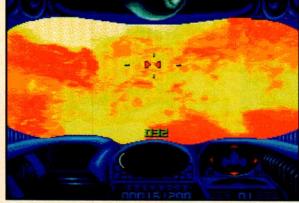
Similar in style to the old game Battlezone, you control a land-based attack vessel in a 3-D polygon landscape. Use your weapons systems to knock out various opponents before

they have a chance to kill you.

As can be expected, this CD game has heart-pounding music to go along with the action. The polygon graphics sure are smooth. The control is responsive too. So ask yourself, do you have what it takes to destroy the Daxon Empire and save the Earth? The future of mankind rests on your shoulders.



Lock and load the cannons to blast away the oncoming fighters.



The action really heats up as you square off against swarms of enemy fighters.



The 3-D worlds are rendered in polygon graphics for incredible detail.

Sega

Joe Montana

Sega CD

Sports

In an effort to create a realistic, yet fun game of football, Sega has created Joe Montana CD. This CD title has digitized cinemas, real voice, and scaling built in. Pick your plays from a gigantic playbook, and take to the field.

Joe Montana CD has above average graphics, and takes Genesis football games to new heights. The playability is better than previous incarnations, and anyone who is a sports fan will like its realism. There are more plays than ever before, and if you need help, Joe Montana himself will clue you in on some, via cinematic display. If you have a Sega CD, Joe Montana CD will be hard to pass up. This is the best Sega football game. One can only wonder how Sega will top this CD next time around. Until then, this is on top.



Get set for some major football action with this incredible CD game.



Charge on down the sidelines to get past the opposition.



Listen to Joe Montana for some friendly advice during the game.

Sunsoft

The Pirates of Dark Water

Super NES

Action

Based on the animated series that premiered last year, relive all the swashbuckling action of the show. Play as the heroic Ren, or the cunning Tula. Each warrior has his own strengths and weaknesses.

The Pirates of Dark Water takes



Ren explores a mysterious set of caves, where he finds much danger.



place in a fantasy realm where evil permeates the very water. Pirates have enslaved everyone, and you must save them. You are their only hope for salvation.



Tula can really kick some butt on the tougher enemies.

HAHAHAZARDOUS
HAHAHAIRBALL

660

Get ready to "Rocky" and roll. This is hair-raising action in fast forward. Get **Rocky Rodent** today at your local video game store. And don't forget your hairspray.

IREM
IREM AMERICA CORP.

SUPER TOUR IS HERE...

EGM & HERO ILLUSTRATED SUPER TOUR '93

THE 1ST ANNUAL MALL BLOWOUT!

PLAY UNRELEASED GAMES!

Join TEAM EGM and become a part of the hottest show to hit America! The 1st Annual EGM/HERO SUPER TOUR is rolling across the U.S., with a power-packed program filled with all the explosive excitement that is EGM!

SPECIAL CONTESTS!

Twelve different cities in twelve weeks will host EGM and give you a once-in-a-lifetime chance to play special pre-view copies of upcoming games and compete for incredible prizes!

MEET ARTISTS!

You'll also get info. on upcoming movie releases and have a chance to meet comic artists ready to talk and sign copies of your favorite titles! Throw in the FREE HERO SUPER TOURBOOK, filled with playing strategies and fan-tastic V.I.P. news on the best games in the biz, and you have a show that's just too good to pass up!

WIN BIG PRIZES!

Don't miss your chance to become part of the TEAM EGM! Watch these pages for updated reports and remember that only EGM brings the best that video games have to offer you!

FREE ADMISSION!

AT A CITY NEAR YOU!*

AUGUST 13-15

AUGUST 20-22

AUGUST 27-29

SEPTEMBER 3-5

SEPTEMBER 10-12

SEPTEMBER 17-19

SEPTEMBER 24-26

OCTOBER 1-3

OCTOBER 14-16

OCTOBER 22-24

OCTOBER 29-31

NOVEMBER 19-21

MIAMI, FL

SAN ANTONIO, TX

SAN DIEGO, CA

LOS ANGELES, CA

SAN FRANCISCO, CA

CHICAGO, IL

MINNEAPOLIS, MN

DANBURY, CT

PARAMUS, NJ

ATLANTA, GA

NEW YORK, NY

PHILADELPHIA, PA

SAWGRASS MILLS

NORTH STAR MALL

PLAZA CAMINO REAL

DEL AMO FASHION CENTER

MALL AT NORTHGATE

WOODFIELD MALL

MALL OF AMERICA

DANBURY FAIR MALL

GARDEN STATE PLAZA

TOWN CENTER AT COBB

SMITH HAVEN MALL

KING OF PRUSSIA PLAZA

Sponsored By:

HERO
ILLUSTRATED

electronics boutique
Babbage's

 **HUDSON SOFT**
HUDSON GROUP

 **TRADEWEST**

EGM

SEGA

 **Interplay™**

 **ELECTRONIC ARTS***

 **Virgin
GAMES**

T.T.I.

 **THE SOFTWARE
TOOLWORKS**

 **ACCOLADE**
GAMES WITH PERSONALITY

 **TENGEN**
VIDEO GAMES

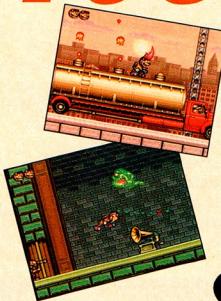
 **GAMETEK**™

 **MINDSCAPE**
FROM
THE SOFTWARE
TOOLWORKS

*Final Cities May Be Changed Without Notice.

FROM THE NUMBER ONE NAME IN VIDEO GAME MAGAZINES...EGM!

GO HAIRWIRE WITH YOUR SNES



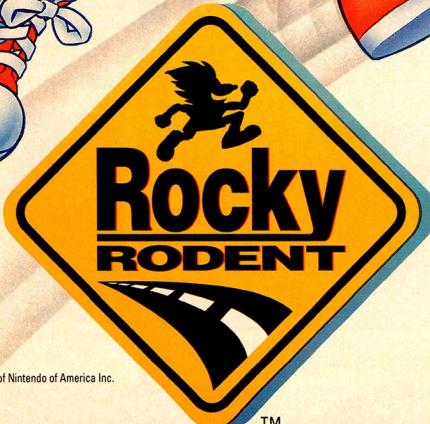
He's quicker than a greased hairball. Tighter than a hairpin turn. He's got hair with an attitude. And the fastest can of hairspray in the west. He's trouble in the fast lane. Tricks in a can. Cars, trucks and uncool dudes pull over. He's good road—from Irem. Move hair fast to your nearest video store for **Rocky Rodent**!

LICENSED BY
Nintendo

SUPER NINTENDO
ENTERTAINMENT SYSTEM

IREM
IREM AMERICA CORP

8335 154th Avenue N.E.
Redmond, WA 98052
FAX (206) 883-8038



NEXT WAVE

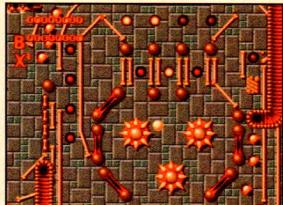
Electronic Arts

Virtual Pinball

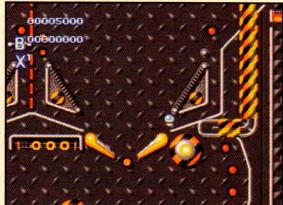
Genesis

Action

Electronic Arts' latest venture, entitled Virtual Pinball, has a number of noteworthy features. Among the many levels of game play, you have the ability to change the basic structure of the bumpers, paddles, and other aspects. You can change the motif from the traditional flippers, to a blood and guts gore fest. You can also select your background and music. Virtual Pinball also has a lot of difficulty settings, so no matter how good you get, you'll always be going up hill. Virtual Pinball is a really good pinball game.



The guts backdrop has real squirming blood and skulls. Cool!



This techno-terror of a level is strewn with lots of ways to get points.



Try your skills on an old fashioned machine. Are you a pinball wizard?

Konami

Sunset Riders

Super NES

Action

The Wild West comes alive on the Super NES. Konami's cool arcade game, Sunset Riders, is an exact replica of the coin-op. Unlike the Genesis version, this game has all of the levels and characters. This game is a real treat, especially in the two-player simultaneous mode.

The action will get pretty hairy, with bullets whizzing around you at every turn. Avoid stampedes and apprehend the criminals. Bring them to justice and win the game. Sunset Riders is a great translation. It is one of the better two-player games around.

For gunslinging action, Konami's Sunset Riders sure packs a wallop. Konami put a lot of time into this one, and it shows. Are you up to the challenge to be the toughest in the West?



Stop the train from being hijacked by the ruthless gang of criminals.



Ride your horses through the wagon train, all the while dodging bullets.

Sega

Virtua Racing

Genesis

Driving

One of the most innovative racing games of all time is almost here on a home system. I know we've covered Virtua Racing before, but now the game is even closer to completion.

The home version is surprisingly close to the coin-op. This lightning fast racer scrolls by smoothly, with the polygon graphics scaling by too.

All the perspectives from the arcade are here, so you can see from the driver's point of view, behind the car, back a little ways from the car, and from above the course.

These pictures have much more detail than last time, as Sega has added the clouds, some of the back-

ground animation, and even the pit crew. It doesn't get much better than this! The new DSP chip in action shows what the Genesis is really capable of.

So keep your fingers crossed, as this is one racing game you won't want to miss. Hopefully Virtua Fighters will be next on Sega's list.



For a bird's eye view of the course, this vantage point works great.



Even the pit crew has been kept in on the Genesis version.



Get right into the heat of the action with this up-close point of view.

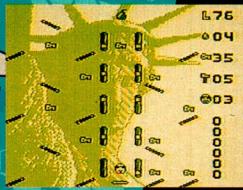


LICENSED BY
Nintendo

CO-BALL!

WHAT'S A LITTLE ROUND GUY TO DO?

HERE YOU ARE, BOUNCING ALONG
HAPPILY IN THE PREDAWN OF THE
UNIVERSE WITH YOUR GIRL-
FRIEND, SUZZETTE. THEN
ALONG COMES THE BIG BANG
AND WHAM - OFF SHE GOES
FLYING THROUGH TIME,
SCREAMING FOR HELP!
SHE'S COUNTING ON YOU
TO TRAVEL THROUGH
TIME AND FIND HER!
YOU'LL NEED TO
COLLECT VARIOUS
OBJECTS ALONG
THE WAY, ALL OF
WHICH MUST BE
COLLECTED IN
ORDER TO
COMPLETE EACH
LEVEL. YOU'LL
ENCOUNTER HUNGRY
PIRANHAS, GNARLY
PTERODACTYLS, GIANT
RATS AND
TREACHEROUS
SWOOPING BIRDS
ON YOUR
JOURNEY. SO
THINK FAST AND
KEEP ON
BOUNCING!



TAKARA®
Video Game Division

230 Fifth Avenue, Suite 1201-6, New York, NY 10001
Tel: (212) 689-1212, Fax: (212) 689-6889

Nintendo®, Game Boy, Super Nintendo Entertainment System®,
Super Nes®, and the official seals are trademarks of Nintendo of America Inc. © 1992 Nintendo of America Inc.
© 1992, 1993 Infogrames™

HE SAID HE'D BE BACK

HES BA

WITH MORE LEVELS MORE ENEMIES
MORE WEAPONS MORE CONTROL

THE TERMINATOR

IN A CONTEST MORE CHALLENGING, MORE INTENSE AND MORE COMPLEX THAN ANY YOU'VE EVER FACED BEFORE, THE TERMINATOR FOR THE SEGA CD™ GIVES YOU MORE THAN TWICE AS MANY LEVELS AS THE SEGA™ GENESIS™ VERSION, PLUS DIGITIZED FOOTAGE FROM THE ORIGINAL FILM, REVOLUTIONARY QSOUND™ AND HARD ROCKING ORIGINAL MUSIC. SAVING THE WORLD HAS NEVER BEEN MORE FUN.

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA CD™ SYSTEM. SEGA, SEGA CD AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. THE TERMINATOR ©1994 CINEMA '94, A GREENBERG BROTHERS PARTNERSHIP. ALL RIGHTS RESERVED. LICENSED BY HEMDALE FILM CORPORATION. THE TERMINATOR™ DESIGNATES A TRADEMARK OF CINEMA '94, A GREENBERG BROTHERS PARTNERSHIP, SUBLICENSED BY BETHESDA SOFTWARES. QSOUND AND THE QSOUND LOGO ARE TRADEMARKS OF ARCHER COMMUNICATIONS, INC. ©1993 VIRGIN GAMES, INC. ALL RIGHTS RESERVED.

VIRGIN IS A REGISTERED TRADEMARK OF VIRGIN ENTERPRISES, LTD.



ACK NATOR™



SPECIAL FEATURE!

NEW FIGHTING LOCATIONS

JAMAICA

Peaceful tropics become battle grounds.



ENGLAND

These wars are waged outside the castle.



HONG KONG

Outdoor balcony with lots of fighting room.



MEXICO

Behind the border, a crowd looks on.



SHORYUKEN THIS!!!



With the growing popularity of fighting games and the undisputed success of the king of the hill, Street Fighter, the anticipation and curiosity surrounding this game is immense. Well, you won't be disappointed! The company that continues to put out superior products (both arcade and home video games) aim to please and they sure do!

Little info is known about this awesome new coin-op. But from the pictures alone, you can get a feel for the quality that Capcom is famous for (remember the transition from SF to SF2). However, it doesn't get by only on its looks—you can be sure the sounds and game play push technology to the limits.

There are four new and amazingly unique fighters and places to fight as well as incredible new moves. We would expect nothing less from the company that retains a level of social conscience by delving into all races, cultures, and religions, to bring us the most unique and authentic fighting characters from around the world.

STREET FIGHTER II

The New Challengers



AWSOME NEW FEATURES IN THE BADDEST VIDEO BRAWL EVER!!!

THE BATTLE WAGES EVER MORE FIERCELY WITH THESE 4 NEW CHALLENGERS!

Q-SOUND AND VIVID GRAPHICS BRING YOU INTO THE ACTION!

ALL THE ORIGINAL FIGHTERS, TOO, HAVE ACQUIRED NEW SURE-KILLING TECHNIQUES AND HAVE MASTERED NEW MOVES!

YOU CAN SELECT YOUR FIGHTER'S COLOR!

(Each fighter has 8 colors to choose from. Choose your color using the play buttons on the control panel.)

IN ADDITION TO THE STANDARD ONE-ON-ONE VERSION, THE WORLD'S FIRST "TOURNAMENT BATTLE" VERSION ADDS A NEW DIMENSION TO THE COMPETITION!

EIGHT AWESOME CHARACTER COLORS TO CHOOSE FROM!!!

GUILE



FEI LONG



THUNDER HAWK



NEW SCORING SYSTEM!

There are no more draws in this game. The player with the higher score is the one who wins the round. The new scoring system allows players to jack up serious points!



REVERSAL
Time your enemy's initial attack and reverse it for big points.



1ST ATTACK
You can earn big points if you land the first hit on your opponent.



COMBO
Use multi-hit combos (like Fei's fireball motion) for extra pts.



Q-MANN'S

TOP TEN THINGS I
WOULD LIKE TO HAVE
SEEN IN SUPER
STREET FIGHTER 2...

Even though the game has undergone some bitchin' changes, I, the Q-Meister think there are still a few concepts and features that could have been added to this revamped, yet SLOWER version. Cammy is a nice addition to the group, but how about adding a few more super-buff female fighters in skimpy outfits to spice things up a bit?

10. TAG TEAMS
9. TOUGHER TO DIZZY OPPONENT
8. MORE BLOOD
7. EQUALIZE ALL CHARACTERS
6. CHANGE CHARACTERS EACH MATCH
5. LOW ENERGY COMEBACK MOVES
4. ADJUSTABLE SPEED
3. FATALITIES
2. HARDER TO THROW
1. MORE BABES!

DEE-JAY



BORN: 1965
HEIGHT: 6'1"
WEIGHT: 202 lbs.
LIKES: Singing, screaming, dancing.
DISLIKES: Silence. A cheerful guy, he was on his way to stardom in the music business when he experienced a special sensation while kickboxing. Now he travels the world for a new kind of music.



CAMMY



BORN: 1974
HEIGHT: 5'4"
WEIGHT: 101 lbs.
LIKES: cats
DISLIKES: Anything when she's upset. A very fickle woman whose memory goes back only three years. Left at a special agency academy, she became a British agent to terminate the "Shadue" Bosses.



RYU



Without rhyme or reason, he continues to battle, as if thrust into the fray by some earnest compulsion.



KEN



He lived with Ryu during childhood to master the techniques of the teacher they shared, and is now widely acknowledged to be Ryu's toughest rival.



HONDA



Japan's #1 son, there's nothing he likes better than sumo wrestling and boiling hot Japanese baths. His effort and spirit are evident in whatever he does.



CHUN LI



Searching for her father, who vanished into thin air, she continues her lone battle.

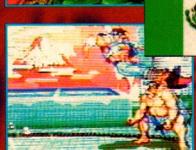


Having survived unknown hardships in the wilderness, this man of the jungle has the fighting spirit and knows how to stay alive.



Thoughts of the motherland weigh heavy on his heart. It is these thoughts that lead him to battle.





BORN: 1959
HEIGHT: 7'6"
WEIGHT: 224 lbs.
LIKES: Animal and hair decorations.
DISLIKES: Lies. He comes across as antisocial, but he's warm-hearted. He respects animals and nature. The "Shadluu" tormented his family and homeland. Now he seeks revenge!



BORN: 1969
HEIGHT: 5'8"
WEIGHT: 132 lbs.
LIKES: Kung Fu and self-assertion.
DISLIKES: Indifference. Hot-blooded and reckless, he remains simple-minded. He has trained in Kung Fu at an early age. Later, he started a movie career. He enters the tournament to test his skills.



GUILE



He has thrown away the army, his country, and the family he loves to exact revenge for his friend on Bison.



SAGAT



His mastery of Muay Thai once made him a hero the world over. He remains as ardent as ever in his determination to beat Ryu.



DHALSIM



Master supreme of Yoga, the world's gentlest man aims to be the world's toughest man.



VEGA



An aura of grace and refined living emanate from his presence. But inside lurks a blood-chilling maliciousness.



BALROG



When it came to fighting he was hand and fist above everyone else. There are no rules in his battle—discretion is a concept to which he does not subscribe.



M. BISON



Emperor of darkness, he allows his very emotions to be controlled by the forces of evil. It is the word "evil" that describes him best.



ENHANCED MOVES AND TECHNIQUES!



KEN

His invincible move now adds a flame effect, as he delivers a new burning dragon punch.

CHUN LI

A nice way of throwing a fireball, (like a sonic boom) but don't expect her to turn the other cheek.



ZANGIEF

To accompany his many ground throws, he now has an aerial throw to give him "air superiority."



M. BISON

He upgraded from a head stomp to an almost Vega-like swan dive. I bet Vega ain't happy!



RYU

This quick Ken clone can throw a powerful fireball that leaves the opponent in flames.



BALROG

The boxer gets off his feet to deliver a new air move. This might help against jumping foes.



NORMAL MOVES ARE UPGRADED TOO!

SAGAT

THAI KNEE

The deadly knee comes in handy.



CHUN LI

HIGH KICK

A vertical kick to the head.



ATTENTION TO DETAIL MAKES THE DIFFERENCE

USA

KEN STAGE

Check out the difference in the ship! That ain't a tug boat out there!



VS.



INDIA

DHALSIM STAGE

A new emerald floor and awning make their debut here.



VS.



BRAZIL

BLANKA STAGE

The hut in the background has the people inside brought back to life.



VS.



CHINA

CHUN LI STAGE

From clear skies in the daytime to the evening sunset.



VS.



SUPER STREET FIGHT 2 GETS A FACE LIFT...LITERALLY!

SSF2 BLANKA SNES



VS.



SSF2 SAGAT SNES



VS.



From freak of nature to a more human figure, Blanka gets a sinister look.

Dhalsim has a more chiseled look with a smaller head, for better proportion.

SSF2 M. BISON SNES



VS.



The evil dictator now has burning eyes which strengthens his sinful presence.

MORE NEW FACES!!!



THE TOURNAMENT BATTLE



A NEW DIMENSION TO FIGHTING GAMES

Besides the stand-alone version, Japan is already testing a new link-age system that allows 4 monitors to be hooked up together for an eight-player battle.



In Japan, the SSF2 craze is in progress. Hundreds of players are lining up at machines which are being tested for multi-machine link-ups. Just imagine the tournaments that this system could inspire in the U.S. This new way of playing could revolutionize arcades.

THE SCOOP ON THE "TOURNAMENT BATTLE" VERSION

1 8 PLAYERS AT ONCE

Simultaneous control is now a possibility via a communications cable. Eight players can go at it, or the computer can take the place of any missing players in the 4 monitor system link-up.

2 SUDDEN ELIMINATION

Each player fights three matches to determine their rating. From these battles each fighter is given a ranking. Once the players are categorized, the winners fight winners and losers fight losers.

3 SPECIAL RULES

To make the tournament proceed smoothly, there is a no-draw policy. In the event of a double K.O., or if there is no knockout, the winner will be decided by the score he accumulated.

4 SEAT CHANGE SYSTEM

The computer plays referee by controlling where each player fights. After each match, instructions appear to designate where your next challenger is. You then change seats like musical chairs.

EGM DELIVERS INFO ON THE HOTTEST MOVES



All moves are basically the same except for Cammy's Knuckle Blast which involves a new button/joystick technique never before used in SF2. Zangief loses his invincible lariat but makes up for it with some new air moves. Dhalsim's teleport is a little easier, but still uses 3 button combinations. Ken/Ryu can dizzy their opponents even faster than before. Wonder why it says Maximum on Dee Jay's leg? It originally said "Mantis", but the "N" and "S" was backwards when he faced left!



Guile's flashback is a 1-hit knock down move.



Fei Long's Dragon Kick is a reverse dragon punch.



T-Hawk's Storm Hammer is like Zangief's S.P.D.



Do Dee Jay's Double Dread as a sonic boom.

WIN YOUR OWN



The New Challengers

ARCADE GAME!
FROM

ELECTRONIC
GAMING
MONTHLY



Take home a SSF2 arcade game! EGM's got it and we want to give it to you! Others may bore you with lame trivia questions to win even

lamer prizes. We don't care how stupid you are, as long as you can fill out the coupon below you can WIN!

Complete the entry form, then mail to:

SUPER SF2 CONTEST (EGM)
1920 Highland Ave, Suite 281
Lombard, IL 60148

SUPER STREET FIGHTER 2 CONTEST ENTRY FORM

Name: _____

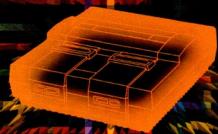
Address: _____

City, State: _____

Zip: _____

Phone: (____) _____

Contest Rules: All entries must be received by December 1, 1995. EGM is not liable for lost or misdirected mail. One entry per person. No purchase necessary to enter. A random drawing of all eligible entries will be conducted to award prizes. Void where prohibited. Void where restricted. Prizes are non-transferable. Illegible or incomplete entries are ineligible. All state, federal, local and municipal laws and regulations apply. Void where prohibited by law. All Federal, State and local laws and regulations apply. Employees of Sendai Publishing Group, Inc. and its advertising agency, and their immediate families are not eligible to enter. Sendai Publishing Group, Inc. reserves the right to cancel this promotion if circumstances require. Sendai Publishing Group, Inc. reserves the right to discontinue this promotion if circumstances require. Sendai Publishing Group, Inc. reserves the right to void any prize information may be used by Sendai Publishing Group, Inc. for any promotional or advertising purposes without further compensation.

**FACT FILE****ARDY LIGHT FOOT**

MANUFACTURER	# OF PLAYERS
ASCII	1
DIFFICULTY	AVAILABLE
Moderate	April '94
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	14+
THEME	% COMPLETE
Action	75%

THE GOOD

Ardy's buddy Peck! Having a pal that can actually do something is a definite plus.

THE BAD

The "one-hit-wonder" play mechanics that send you packing after any misstep.

THE UGLY

The red crap inside the giant worm.

Find these Useful Items:

A variety of power-ups and other icons are just waiting for you to find them in the levels! Look inside treasure chests for some of the items shown below:

**Checkpoint:**

Jump on the head of this statue and start from this point if you die!

**Treasure Chest:**

Open these items for icons that are hidden inside! Very helpful!

**Dual Tank:**

Give this item to your buddy Peck, so he can inflate and fly!

**Bomb:**

These timed explosions can be picked up and put down somewhere else!

**One-Up:**

Grab this Ardy Light Foot icon and get an extra life for the game!

Ardy Light Foot...

Ardy travels with his good friend Peck! Ardy can use Peck for a variety of tasks—even as a deadly weapon!

Push:

Ardy Light Foot can push large blocks together for easy access steps!

**Pogo Tail:**

Ardy can use his tail as a pogo stick for an extra high double jump!

...his friend Peck!**Peck as a Weapon:**

Throw Peck at enemies and he will take a chomp out of them!

Hidden Peck:

If you take a hit, Peck may vanish. He could be in a chest!

**Inflated Peck:**

Peck can inflate like a balloon and Ardy can hop on and fly!

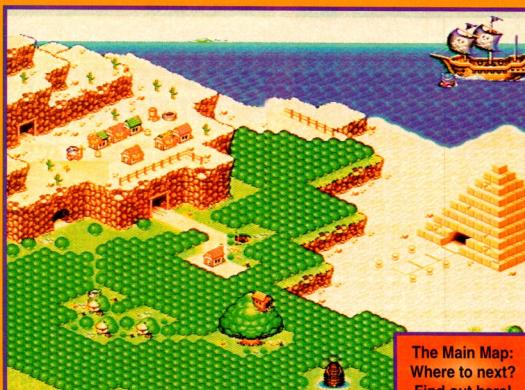
**The Main Map:**

Like many other action games, Ardy Light Foot displays a "Main Map" before each stage showing exactly where you are going and how far you have yet to go in order to finish the game!

Once you have completed all the areas inland, you will venture off to the red island in the sea (up right)!

Game Over?

If Ardy and Peck are defeated, they will end up as attractions in a zoo! However, there is a password function so you don't start over!



The Main Map:
Where to next?
Find out here!



A new kind of hero is about to whiz across the screen at you—Ardy Light Foot! However, this is a character with a unique twist—he travels with a little buddy named Peck! Peck (resembles a blue Kirby) can be used for a variety of things: he can inflate into a balloon where Ardy can hop on and ride on his back; or, he can be thrown at enemies for a bite attack! Ardy also has a few moves of his own: he can pick up items (like bombs); push large rocks to make steps; and use his tail like a pogo stick for super high jumps! This duet will need all these skills and more to defeat the armada of enemies against them!



A SNEAK PEEK AT WHAT'S IN STORE: Before each level there is a cinema showing an upcoming Boss! The mysterious creature behind the red curtain is giving the orders to his minions!



Practice Round: Unsure of how to use Ardy and his buddy Peck? The first scene is a practice round where you have an opportunity to fine tune your skills! Testing Ardy's Pogo Tail Jump, picking up skills, as well as Peck's attacks, can be done here!



OTHER CINEMAS:

There are also several extra-neous characters along the way to help Ardy and Peck out! For example, the lady on the left gives important information on a succeeding level!



You can exit the Practice Stage at the fountain at the very end!



A Quick Glance at Some of the Many Stages You Must Pass:

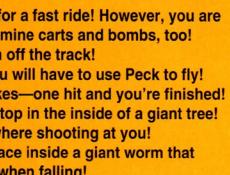
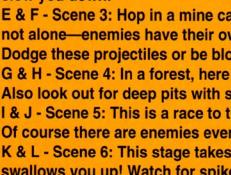
A & B - Scene 1: Run through the burning town, but be weary of overhead meanies who fly by and drop bombs on your head! You will face a giant mole with a spiked helmet at the end of the scene!
C & D - Scene 2: In the mines! Jump from basket to basket on the wheel, but look before you leap, for there may be enemies hiding in the other baskets. Also run quickly on the conveyor belts—they will slow you down!

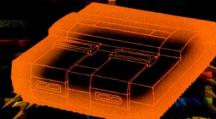
E & F - Scene 3: Hop in a mine cart for a fast ride! However, you are not alone—enemies have their own mine carts and bombs, too! Dodge these projectiles or be blown off the track!

G & H - Scene 4: In a forest, here you will have to use Peck to fly! Also look out for deep pits with spikes—one hit and you're finished!

I & J - Scene 5: This is a race to the top in the inside of a giant tree! Of course there are enemies everywhere shooting at you!

K & L - Scene 6: This stage takes place inside a giant worm that swallows you up! Watch for spikes when falling!



**FACT FILE****LEGEND**

MANUFACTURER	# OF PLAYERS
SEIKA	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	8+
THEME	% COMPLETE
ACTION	90%

K adore, the hero, must venture out in the hostile world and defeat several enemies leading up to the final enemy Clovis, the son of the evil Beldor, king of Sellech! Each level has a Boss, with some having a Mid-Boss as well! There is also a two-player option!

THE GOOD

Good graphics, with sometimes beautiful multi-level scrolling. The fighting techniques are also a plus!

THE BAD

The control is a bit sluggish, and the repetitive cries of slain foes gets real annoying, real quick.

THE UGLY

Sickly-looking Bosses (especially in the prison) and the nightmare-inducing toothy Stage 5 Boss!

Legend

**Two-Player Action:**

Two people can play simultaneously in Legend! One fighter uses a sword, the other uses a two-sided battle axe! However, you can only use the axe in the two-player simultaneous mode!

**The Main Map and The Bonus Stages:**

After completing Stage 1, you will receive a map.

This map will appear before each stage thereafter, showing you where to go! In the Bonus Stage, use the keys you gathered to open the chests for a variety of items!

**Stage 1: The Beginning of the Quest/The Old Wizard**

Once you exit the safety of your castle, you are completely on your own! When enemies appear on the screen (and don't worry, there are no friendlies for you to "accidentally" hit), they will always manage to surround you, so getting them all in a corner and slashing them out is impossible! The Mid-Boss attacks with a big stick, but save your magic for the End-Boss: a giant tree that uses its long arms to attack! You will take some hits here, but attack furiously!

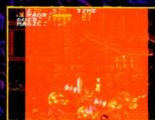
**Stage 3: The Black Temple**

There are two sections to this third stage. The first is a trip through the misty woods, where you will be attacked by familiar guards with swords and spears. However, the next part introduces evil sorcerers who use magic for their attacks! They will appear at the "window" section of the level, so be ready!



Magical Items: Knock Out Enemies!

You need to have at least two of these items to use the magic ability. Below are the three main magic spells you can execute - each using two of these items: Far left - lightning explodes across the screen; Middle - a widening red beam will move to both sides from the center of the screen; Far right - a giant skull will breathe deadly green fire on everything! Press A!



Items To Be Found In The Levels:

These items can be found when you defeat an enemy or when you smash open a barrel! These are in addition to the magic item!



S BAG: Collect big money from these sacks!



KEY: Open chests in the Bonus Round!



BREAD: Restores part of the Life Meter!



TURKEY: Restores part of the Life Meter!



1-UP: This triangle item will give an extra life.

You Retain The Right To Defend Yourself - And, Of Course, To Attack Enemies!

Fight!

Here are the moves your warrior can perform in the battle! The sword swing is very slow, though!

Jump Kick



Push B then diagonally down and the Y button!

Jump Slash



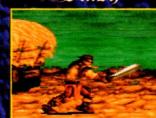
Push B then push Y halfway down on your descent!

Shield



Press the LEFT or RIGHT button to block attacks!

Slash



Press Y to slash with your mighty battle sword!

Throw



Press X to throw. Note: this takes off your Life Meter!

Stage 2: The City

It's raining, but the fight goes on! New enemies will show up: dogs! They only take one hit to kill but are very hard to hit! Jump slashes are the most effective moves!



Boss:

This big guy uses a barrel! He will roll it, and use it to block and charge at you! Jump kicks work best, but he will also get in a few hits!



The Jail/Stage 4: The Old Mill

At the start of Stage 4, you will fight the usual enemies. However, at the second bridge you cross, a new enemy will appear (A): He has a crossbow that shoots a net, if you get caught, you will be taken to the Jail Stage, where you must defeat a tough Mid-Boss and an even tougher Boss (B): If you escape the Jail,



you will go to the Old Mill, and must fight your way to the top where a flying fire-breathing dragon (C) waits! Use jump kicks on it, but beware of more walking enemies that can't wait to fight you.



A

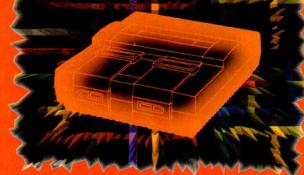


Boss:

This Boss levitates in the air and shoots lightning bolts! He also animates the gargoyle on the wall that attacks with air dives and punches!



SUPER NES



The greatest and strongest fighters from all over the world, not to mention past and future times, are assembled to decide who is the mightiest of all! However, when all the primary fighters have been defeated, there is a final ultimate fighter with some surprises!

WORLD HEROES

Starts Nov. 1995
Developed by Sunsoft
Published by SNES
Licensing by Nintendo

FACT FILE

WORLD HEROES

MANUFACTURER	# OF PLAYERS
SUNSOFT	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	8
FIGHTING	% COMPLETE
	95%

THE GOOD

Each of the stages has a nice background, with multi-scrolling and plenty of color.

THE BAD

The "charge moves" are difficult to get off in a pinch.

THE UGLY

Sticking to the wall in the spikes stage of the Death Match Mode.

THE DIFFERENT BUTTON CONFIGURATIONS:

1 BUTTON:	2 BUTTON:
(DEFAULT SETTING) L-PUNCH.....Y	
2-PUNCH.....Y H-PUNCH.....X	
2-KICK.....B L-KICK.....B	
THROW.....A H-KICK.....A	
THROW.....R	

On the Option Mode screen under Controller, there are two Button Strength categories. The first is the standard default and has typical kicks and punches. The second has Low and Fierce attack moves.



GEE GUS:

The last fighter is called Gee Gus and he can change himself into any fighter during his match — even a duplicate of your fighter!



DEATH MATCH:

These arenas are very deadly — they have spikes, mines, and other dangers that can cause you harm!



NORMAL MODE:

These arenas are not deadly — here each character has his or her own scene and background (right).

BONUS ROUNDS:

This is your opportunity to earn big points!



Hit the boulder with whatever means necessary, and mold it into a statue of a man!

WORLD HEROES

THE CAST OF CHARACTERS:

These are the fighters you can play in the game! You can play against a friend (where you can choose your stage as well) or against the computer, where you take on all the fighters, concluding with Gee Gus, the master fighter!

KEY TO MOVES:

How to do them:

In addition to the regular kicks and punches, each fighter can perform special attack moves.

- B = BACK
- CB = CHARGE BACK
- CD = CHARGE DOWN
- D = DOWN
- DB = DOWN BACK
- DF = DOWN FORWARD
- F = FORWARD
- 2X = DO TWO TIMES IN A ROW.
- U = UP
- * CHARGE is holding for 2 seconds.



HANZO & FUUMA:

Although they look different, these two fighters have the same moves!



Hanzo & Fuuma:

- A) RISING DRAGON: (B, DF) 2X + PUNCH.
- B) FLYING PINWHEEL: D, DB + KICK
- C) SHURIKEN: D, DF + PUNCH.

JANNE:

Armed with her trusty sword, Janne also uses deadly kicks!



DRAGON:

A kung-fu master, Dragon goes in for the kill with many moves!



Janne's Moves:

- A) SWORD POGO: JUMP, D + PUNCH.
- B) SWORD SWIPE: CD, U + KICK
- C) FIRE BIRD: CB, F + PUNCH



Dragon's Moves:

- A) AIR THROW: JUMP UP, PUNCH in the Air.
- B) FLAMING KICK: B, F + KICK
- C) FISTS OF FURY: PRESS PUNCH RAPIDLY.

BROCKEN:

With mechanical limbs, Brocken can stretch to hit foes!



Brocken's Moves:

- A) MISSILE FIRE: CB, F + PUNCH
- B) ELECTRIC SHOCK: PRESS PUNCH RAPIDLY
- C) HURRICANE HAND: D, DF, F, DF + PUNCH.



Rasputin's Moves:

- A) FIREBALL: D, DF, F + PUNCH.
- B) MID-AIR FIREBALL: JUMP, D, DF, F + PUNCH
- C) ROBE ATTACK: D, DB, B + KICK

J. CARN:

A brutal warrior, Carn is slow, but deadly if he grabs you!



J. Carn's Moves:

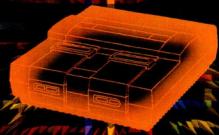
- A) SHOULDER THRUST: CB, F + PUNCH.
- B) POWER SLIDE: DF + KICK
- C) NAPALM PUNCH: CD, U + PUNCH



M. Power's Moves:

- A) ELBOW SMASH: CB, F + PUNCH.
- B) SPRINGBREAKER: GRAB AND 360 ROTATION.
- C) THROWS: CLOSE + ATTACK.

SUPER NES



Ranma 1/2 in the U.S.A.! We finally get the chance to say that! Thanks to the guys at Viz Communications and DTMG, Ranma 1/2 part 2 will see the light of day here! All of the graphics are the same, but the voices have been changed to match the dubbed T.V. episodes coming out on tape (subtitled ones soon after)! So, once again, the consumers' demands have paved the way for this! Can't wait for the letter art!

Happosai

Hey, there's a bonus 13th character! The little pervert, Happosai!



FACT FILE

RANMA 1/2 HARD BATTLE

MANUFACTURER	# OF PLAYERS
DTMC	1 OR 2
DIFFICULTY	AVAILABLE
Moderate	November
CARTRIDGE SIZE	NUMBER OF LEVELS
12 MEG	12
THEME	% COMPLETE
FIGHTING	95%



Ranma Female

Take a look at Ranma Male to find out why she's here!



Column Blast

A truly nasty deterrent for jump attackers!

Chi Blast

What I wanted was a Bud Light, stupid!

Ranma 1/2

Hard

COOL NIFTY OPTIONS!

Five On Five!

First Up	2			
Second Up		3		
Third Up			4	
Fourth Up				5
Opp.				



Player Vs. Same Player



There is a 5-on-5 player option as well as a character vs. character ability!



EGM TIP #001

To be able to throw fully charged attacks and still be able to use the Hard Attack, configure the controller so that there are Hard Hit buttons on L+R!

Battle

SCENARIO STORY MODE!



you don't have to take the easy way out that subject. What do you think of that?



RVORA SHALLOWS THE PITCHING POLE. SO FAR JUST LIKE IT WAS BIRDSEED



WAKE UP MOUSE. WE'RE ABOUT AS CONVINCING AS POPEYE IN DRAG!



[Ranma] I can't endure it any longer! This name will be the death of me!

THE GOOD

Finally, a Ranma 1/2 title gets to the States mostly intact while sticking to the comic book's humor.

THE BAD

All the voices are changed and they bite! Some you can get used to, but Ranma Male's really sucks!

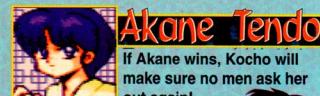
THE UGLY

Yea, the fans wanted the characters to remain intact, but couldn't you at least translate Genma's signs?



Ranma Male

To avoid taking Kocho's test, he must fight to win.



Akane Tendo

If Akane wins, Kocho will make sure no men ask her out again!





Ryoga Hibiki

Stricken with amnesia, Ryoga is told that he has to fight.

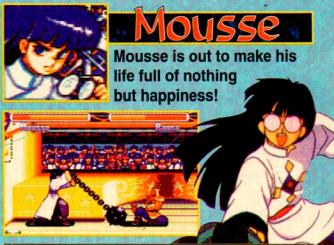


Rock Blast

Bandanna

This blast goes across the ground at you!

Where does he get those bandanas anyway?



Mousse

Mousse is out to make his life full of nothing but happiness!



Pulls out his chicken and tosses his eggs!

Skewered shoulders never were so funny!



Genma Saotome

Genma's main goal is to make Ranma one of the best fighters!



This one is powerful as well as a bit obscene!

His charge motion does incredible harm!



Hikaru Gosunkugi

Hikaru is out to win lovely Akane's heart.



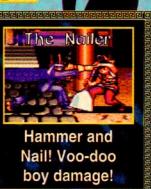
Bakuchioh King

To get the casino of his dreams, he must win the battle!



Shampoo

She is out to prove herself so Ranma may respect her.



Watch out for big flying Voo-doo dolls!

Hammer and Nail! Voo-doo boy damage!



Tea Bow

Joker Shower

A deadly card bow and arrow causes damage!

Talk about playing one cheap card game!



This upward bound kick can take anyone out!

Charges at you with whatever those balls are!



Ukkyo Kuonji

If Ukkyo is the victor, Kocho will sponsor her.



Pantyhose Taro A

He is looking for the one who gave him his name.



Pantyhose Taro B

This is the second form of Taro. Strong!



Plus, she can toss her utensils at you (Hey).

This bread is strong enough to knock you out!



Reversal Shot

A really annoying magical flaming kick!



Senporaku

The belt about his waist can be a weapon also!



Well, how are bulls most commonly known?

It's embarrassing to be taken out by 2 fingers!

(cont.) amazing feats ever attempted. This is a circus act like no other, with thrilling stunts and flying acrobatics that stun the audience. Sometimes even the

Aero the Acro-Bat. High-flying, death-defying, who combines super artistry with excitement and danger. This reporter has never seen anything quite like it.

The circus starts out innocently enough, with Aero soaring through the air in a series of aerial somersaults. This is gold medal stuff, fans. He flips, zips, hurls and whirls through the air, as the audience gapes and gasps in amazement. "Aero the Acro-Bat is a totally awesome dude," said Rita Zimmerer, one of the lucky girls who sat in the front row of the circus. "For a little bat

Aero's act is based frequently buzzes the audience agility and plain cuteness as he leaps from trapeze to trapeze, bathed in brilliant light, his body buzzing the audience with brilliant yellow spotlights. As the audience holds their collective breath in silent amazement, at times the only sound is Aero's high-pitched squeal of delight as he prepares for one of his now-famous power dives.

Even the other circus performers stop to watch Aero. This reporter noted clowns, magicians and even some operators from the fair gathered under what might

fun, but then it got weird," recalled circus janitor Al Artus. "I thought that little bugger was gonna bite it, all right," added Janette Hyssong, circus vendor.

Leaping from a towering, teetering platform, Aero the Acro-Bat realized that this was more death-defying than fun. One of the platforms was rigged with explosives... which threatened not only our super bat, but the entire audience as well! "I thought I'd wet my pants," complained Karen Shadley, a shy young girl who had traveled all the way from Illinois to see Aero the Acro-Bat perform. "When that platform disintegrated, my life was in Aero's hands." Capable hands indeed, as it turned out.

Screamed in darkness as the lights mysteriously malfunctioned. Aero leaped to safety, injury and still managed to land with a flourish!

But it was only the beginning. Not only did Aero have to protect the audience from the danger of falling debris, he had to protect himself from the "bad boy of the big top," the evil, diabolical and just plain mean Edgar Ektor. This guy must really hate bats.

This reporter heard that Ektor had sabotaged the circus and anyone who got in his way. And he's not about to stop until Aero—and the circus—are destroyed. Ektor has employed a team of dirty, nasty, filthy, scheming nogoodniks to help him carry out his

plan. Clowns that can literally make you laugh to death. Not to mention whipping spiked balls that can do serious damage. Or a psycho madman named Marko, who constantly shoots him self out of cannons like a crazed kamikaze. You haven't even mentioned the tightrope ballerina who loves to squish bats about a handful!

If you've read this far, you qualify as a real fan of Aero the Acro-Bat. And if you're one of the first 100 people to send a

3x5 postcard with your name, address, age and telephone number to Aero's Secret Offer, Sunsoft, 11165 Knott Avenue, Suite A, Cypress, California, 90630, we'll send you a free copy of the Aero the Acro-Bat video game. Please specify Super NES or Sega Genesis format. But hurry up and do it. Only people who read this far will know about it. Now back to our story.

The evil Ektor carries a lot of emotional baggage. According to Bruce Reilly, criminologist and noted circus buff, Ektor was banished from the circus years ago after endangering the lives of his fellow circus troupe.



3x5 postcard with your



members. Allegedly, his innocent pranks and practical jokes took a decidedly twisted turn, and he enjoyed inflicting pain and suffering on circus performers and audience members alike. "Ektor was a really, really sick little boy," said Alison Quirion, the renowned performing poodle trainer who worked with Ektor during the early circuit. "He started out with all sorts of weird stuff like squirting water, exploding cigars, glue gun underwear, a sort of big. Next thing you know, there's grease on the floor, and dynamite in the

Ektor hadn't been seen for years. Until the day he appeared in the ring with a ring card that read "The Demise of Ring King". A demise in mind, he was a man with a mission. He had come to brainwash the members of the ring, to promised them victory and their own dreams. They bagged the last of the ring.

Aero the Acro-Bat is a red bat with a large, expressive face, wearing a white shirt and blue pants. He is shown in a dynamic, acrobatic pose, leaping through a dark space. The title 'AERO THE ACROBAT' is written in large, stylized orange letters across the top of the image. In the bottom right corner, there is a logo for 'SUPER NINTENDO ENTERTAINMENT SYSTEM'.



vived an attack by Waldo, the wicked, whipping lion tamer when Aero swooped from the air and deftly punched the muscular Waldo into a pulp. "It started out as the coolest circus ever," he said, "but then the bodies flying everywhere the fleas from the flea cage were into demolition."

Aero continued to perform for the now-terrified audience even while the sicko saboteurs tried to slice him into tiny pieces. The S

A close-up of Taz's face, focusing on his mouth and eyes. He has a wide, toothy grin showing his upper and lower fangs. His eyes are large, white, and almond-shaped with black pupils, looking directly forward with an intense, slightly manic expression. The background is dark, making his orange fur stand out.

ck on their feet! **g**
here the amazing acro-
found himself negotiat-
less series of trampo-
nding far into the air
ng force . . . all the
e avoiding becoming a
shishkebab on hidden spikes

Ektor had placed on the floor and roof. He spun, drilled and flipped his way past an onrushing convoy of Ektor's henchman. And he finished them off.

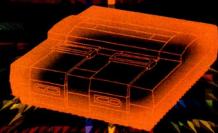
finished them off
dish! The audience
their money's worth
circus. Because the
nued right on to the
Aero kept right on

slow, disarming hundreds of booby traps on the fairground rides and saving thousands of lives in the process. In the meantime, many circus goers had themselves locked in animal cages, their fate yet to be determined by Flinstor. "We had just gone down to get some cotton candy when this horri-

e, ugly slimeball grabbed us from behind!" yelled Tad "Smiley" Shimura. He threw

"I thought we
ers, for sure," said
nd we didn't even get
on candy," he added.

SUNSOFT®



Pac-Man has just returned from the dead! This time around, you are in a whole unique atmosphere! This is an order of events type game play that is really original! You are the Great One (a pseudo God-Overseer, I guess) who helps out Pac-Man with his regular daily stuff that he needs to do.

The game is hysterical, and loaded with many forms of animation and unique things that happen to him. There is even a little bonus too—the classic forms of Pac-Man are all present in this game! You just need to find out where they are! A blast from the past is looking good!



FACT FILE PAC-MAN 2 THE NEW ADVENTURE

MANUFACTURER	# OF PLAYERS
NAMCO	1
DIFFICULTY	AVAILABLE
MODERATE	FEBRUARY '94
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	N/A
THEME	% COMPLETE
ACT/STG	50%



THE GOOD

It's a completely original idea that combines cartoons with video games!

THE BAD

The game needs legs. Once you uncover all the secrets there's no reason to play it anymore.

THE UGLY

After the adventure is completed, all you can play is the coin-op original.

PAC-MAN 2 THE NEW ADVENTURE

MEET THE CAST OF PAC-MAN 2!



HOST MONSTERS



Begin the adventure outside of Pac's house. There is a lot to do and see in just this first area alone. Follow along as you see just what can happen in a typical day!



1 Pac's lawnmower breaks! He blames the pranking ghost monsters for this mess!

2 Make Pac laugh by uncovering a joke book. But he'll wonder where it's from.

3 Shoot the wind instruments to make Pac dance away!

4 Pac discovers who is behind this—Yup! He then promptly tries to find an escape!

5 After Pac sees you and freaks out, he bashes through the fence and runs down the street right into the path of a ferocious dog!



MARVEL®
COMICS
M



YOU'RE IN FOR A
SHOCK, WEBSLINGER!



STOP JUGGERNAUT'S
RAMPAGE



BLAST MASTER MOLD
WITH OPTIC BEAMS!



UNLEASH YOUR
LIGHTNING STORM!



OUTRUN THE
LETHAL DOOMBALL!

TM

X-ACT YOUR REVENGE!

X-MEN™ X-CITEMENT X-PLODES WHEN
YOU TEAM UP WITH SPIDER-MAN® FOR
THE FIRST TIME EVER
IN ARCADE'S REVENGE!
NOW ON GENESIS™!



SPIDER-MAN®



WOLVERINE™



CYCLOPS™



STORM™



RANDI F.



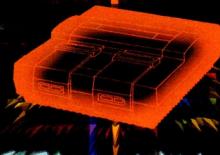
**ALSO LOOK FOR INVASION OF
THE SPIDER SLAYERS ON GAME BOY®**

FLYING EDGE™



Spider-Man®, X-Men™ and all other Marvel Characters and the distinctive likenesses thereof are trademarks of Marvel Entertainment Group, Inc., and are used with permission. ©1993 Marvel Entertainment Group, Inc.
All rights reserved. Flying Edge™ is a division of Acclaim Entertainment, Inc. TM & ©1993 Acclaim Entertainment, Inc. All rights reserved. I.M. is a registered trademark of I.M. Ltd. ©1992 I.M. Ltd. All rights reserved.

SUPER NES



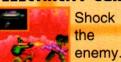
WACKY WEAPONS AND ITEMS

FREEZE GUN



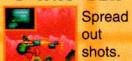
Freeze your foes.

ELECTRICITY GUN



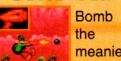
Shock the enemy.

3-WAY GUN



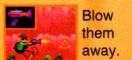
Spread out shots.

BOMB GUN



Bomb the meanie.

ANTI-MATTER GUN



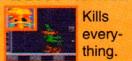
Blow them away.

JETPACK FUEL



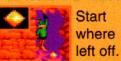
Blast off into the air.

NUTTY ATTACK



Kills everything.

CONTINUE GEM



Start where left off.

Daffy Duck

Missions

FACT FILE DAFFY DUCK: THE MARVIN MISSIONS

MANUFACTURER

OF PLAYERS

SUNSOFT

1

DIFFICULTY

AVAILABLE

MODERATE

NOVEMBER

CARTRIDGE SIZE

NUMBER OF LEVELS

8 MEG

20

THEME

% COMPLETE

ACTION

100%

THE GOOD

The game has all of the hilarious antics and voices from the cartoon. It's a very comical game.

THE BAD

Controlling Daffy isn't easy to get used to. He often jumps too far and it gets worse in later levels.

THE UGLY

Your joystick after you miss the same hop for the tenth time.



Playing the role of Duck Dodgers, you set out to claim planets and save the cosmic space ambassadors from the insidious Marvin the Martian.

Faced with screaming cactuses, instant aliens, and Marvin himself everywhere you look, this game will keep you on your toes. An options screen at the beginning of each set of levels will let you pick which weapons and items you will need for your journey. Hidden items are all over and the stages have no time limit, so explore everywhere! Would anyone like a dip in the lava pit? Hoo Hoo!



LEVEL 2: AQUARION-4

On top of this two-headed sea serpent, Daffy will have to knock around some heads!



These stages will take you through mazes of rock formations with deadly fish and aliens.



Marvin will keep you busy in his underwater base by way of instant aliens and laser shots.



LEVEL 3: ZEUS-3

Daffy has a shield he can utilize in situations such as this frigid robot firing at him.



Slide, slide, everybody slide. It's hard to get a foothold on these icy platforms of Zeus-3.



Once again, Marvin appears to taunt our hero. Where does he get all of those ships?



as you are, just turn around and duck [no pun intended]. Now, shoot the other way. You will be pushed from the force of the gun under the wall blocking your path.

EGM TIP #002

When you are in a situation where there is an opening only half as big

Well Blow You Away!



Rolling Thunder 3 for the Sega Genesis smokes. We won't waste your time with words, check out the screen shots and you'll know. Grab it while you can.

- **10** hard-core levels!
- **12** action packed megs!
- **9** nasty new weapons!
- **Intense** hidden areas!
- **Password support!**



namco

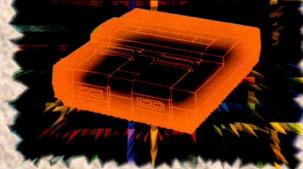
The Game Creator™

Rolling Thunder 3 is a trademark of Namco Ltd. © 1992 Namco Ltd. All Rights Reserved. Licensed by Sega Enterprises Ltd. for play on the SEGA GENESIS® SYSTEM. SEGA and GENESIS are trademarks of Sega Enterprises Ltd.



NAMCO HOMELESS, INC.
150 Churchill Ave., Suite A
San Jose, CA 95131-1102
Tel: (408) 922-0712

SUPER NES



Sharpen up your sword for the adventure of your lifetime with FCI's Might and Magic III. You will be represented in battle by six characters. Each of



Orcs are some truly nasty adversaries. Make sure that your characters are strong!



You will be asked to make donations from time to time. Spend your money wisely!

Might and Magic

your characters will have different attributes such as intelligence, ability to withstand attack, and strength.

You will be pitted against many different foes ranging from club-wielding Orcs to bubbling gobs of goo. There are literally hundreds of beasts for you to fight.

You can buy items, train for battle, make new characters, or make donations to a shrine. No matter what you do, the action is always a test of your will to live. If you wish to test your RPG mettle, give FCI's Might and Magic III a try!



The town of Fountainhead is where your quest begins. Learn your mission here.



FACT FILE

MIGHT AND MAGIC III

MANUFACTURER	# OF PLAYERS
FCI	1
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
12 MEG	N/A
THEME	% COMPLETE
RPG	90%



In the Control Panels screen (Top), you can turn off the music, change the delay of the text display, and load and save games into memory. You can create a new character with the Character Creation Menu (Bottom). Just pick the different attributes for your characters!



The training grounds are a good place to practice and test your fighting mettle!



- (1) Toolbox - This is where the majority of your actions come from. Here, you can pick your weapons, cast a spell, and do a multitude of other things.
- (2) Character Status Palette - Keep an eye on the character's health here.



Eew! Bubble Man looks gross, but he's actually a pushover with a bow and arrow!

THE GOOD

It's a good, solid RPG that will provide endless hours of fun. The music is also very well done.

THE BAD

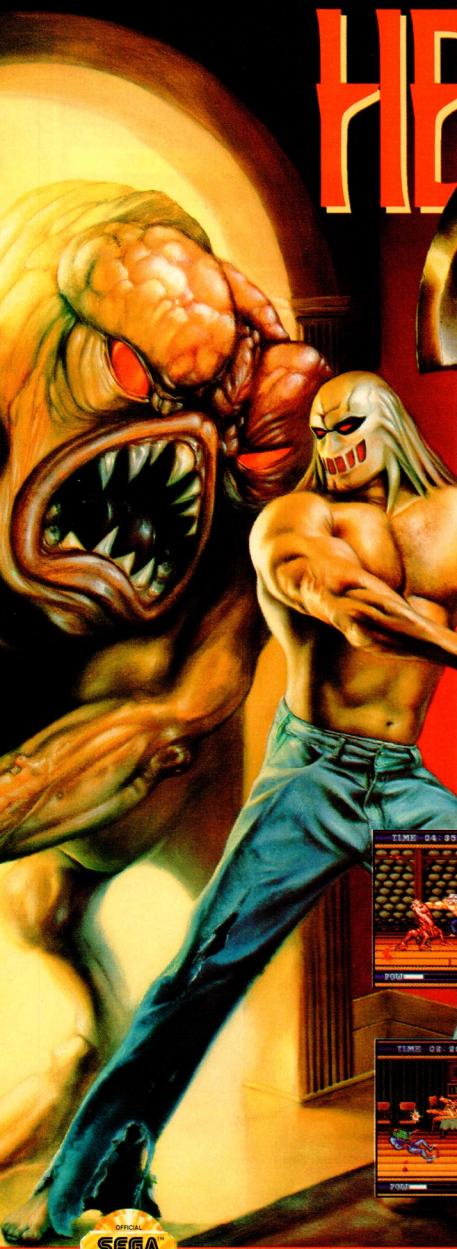
The one-step scrolling when you walk is enough to drive anyone nuts!

THE UGLY

Watch out for the Moose Rats. They'll ruin your day real quick.

HE'S BACK!

Splatterhouse 3 for the Sega Genesis is
the kind of game rating systems were
invented for. Check out the screen shots
and see for yourself.



So fun you could lose your
head over it!



Get your kicks!



Pow! Right in
the kisser!



You've gotta have
guts!



Don't get all choked up!



Wear a mask and pack a
powerful punch.

- 16 megs of
gruesome graphics!
- Deadly New Weapons!
- 6 levels of monster
bashing mayhem!
- Killer special moves!
- Non-linear game play!
- Multiple endings!
- Password support!



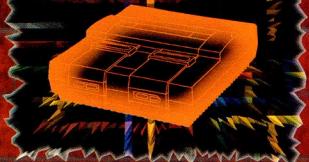
Walk on the wild side!

Warning: This game contains scenes of graphic violence
that may not be suitable for younger players.



Splatterhouse 3 TM & © 1993 Namco Ltd., All Rights Reserved. Sega and Genesis are trademarks of Sega Enterprises Ltd.

namco



This is another game in the vein of WordTris and Tetris! You use the falling Pac-Men to eat the ghosts and eliminate lines by making them all the same substance! There are three games: a Normal Mode, a Puzzle Mode, and a Two-Player Versus Mode, where you can play against a friend! There are also four skill levels!

THE GOOD

Repetitive play! This will keep you playing all day (and probably all night). The combo mode is killer!

THE BAD

Repetitive play! The music is adequate but could use a little work. There needs to be more options!

THE UGLY

Your friendship when you get a pal to join in the 2-player mode.

Pac-Man Returns!

**FACT FILE****PAC-ATTACK**

MANUFACTURER	# OF PLAYERS
NAMCO	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	OCTOBER
CARTRIDGE SIZE	NUMBER OF LEVELS
2 MEG	100
THEME	% COMPLETE
PUZZLE	100%

PAC-ATTACK

WARNING: These Three Different Games Are Highly Addictive!

1P Normal Mode:



1P Puzzle Mode:



2P Versus Mode:



The objective of the 1-Player Normal Mode is simply to keep the screen as clear of ghosts and bricks as possible. Try and keep all the ghosts lined up in a single open line, either vertically or horizontally, and land a Pac on them so he can munch away! With each falling block, the game will get faster or even slower!

This mode gives you a limited number of Pacs who eat all the ghosts on the screen. Sound easy? Just try it! It doesn't matter how many levels you knock down, eating all the ghosts is what matters! This game is 100 levels long, but don't fret—there's a password function to allow you to continue the game later!

Go head-to-head against a friend in this Versus Mode! The objective is identical to the 1-Player Normal Mode, except the ghosts you gobble up will get dumped on your opponent! Watch the wands in the middle—with each devoured ghost the level will rise! When the star is flashing, the Fairy will come and melt the ghosts!

**The Fairy:**

This little winged wonder will melt all ghosts within a certain range! On the 2-Player Mode, all the ghosts she dissolves will be dumped on an opponent!

Records:

RECORDS	SCORE	LEVEL	HIGH	NAME
1ST	1000000	60	600	OLIVER
2ND	900000	55	550	JOHN
3RD	800000	50	500	MARSHAL
4TH	700000	45	450	MARKIE
5TH	600000	40	400	ROB
6TH	500000	35	350	VICKY
7TH	400000	30	300	VAL
8TH	300000	25	250	WENDY
9TH	200000	20	200	SHARON
10TH	100000	15	150	CHRIS
11TH	200000	12	120	MARK

Read the Screen:

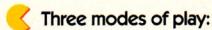
See what blocks are coming up under "NEXT" in the upper left-hand corner of the screen! Move the blocks together in a horizontal line and they vanish!



MUNCHIES!

It's Pac-Man's dream come true: more ghosts to gobble! Video game super star Pac-Man is on the Super Nintendo

Entertainment System in a hot new game: **PAC-ATTACK**™ The object of the game is to line up blocks in a row. Sounds simple, but those meddling ghosts are at it again getting in your way. Never fear, Pac will save the day!

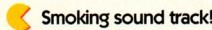


Three modes of play:

One player!

Two player head-to-head munch fest!

100 level puzzle game!



Smoking sound track!



Cool graphics



Wreck your brain with the puzzle mode!



Munch Fest!



Go Head-to-Head with friend in 2-player mode!



Line 'em up!
Chow 'em down!

Warning:
Pac-Attack is highly addictive.



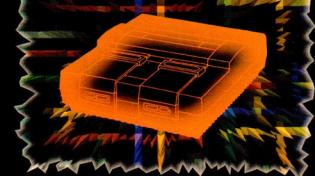
SUPER NINTENDO
ENTERTAINMENT SYSTEM



Pac-Attack™ & © 1993 Namco Ltd., All Rights Reserved. Licensed for play on the Super Nintendo Entertainment System. Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America.

namco

SUPER NES



SUPER NOVA

FACT FILE

SUPER NOVA

MANUFACTURER	# OF PLAYERS
TAITO	1
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	15
THEME	% COMPLETE
SHOOTER	95%

SUPER NOVA

The intergalactic menace "Belser" has been long-defeated. However, he is rising again and is ready to cause trouble. Only a group of well-trained starpilots can defeat him! Take to the stars with this horizontally (and sometimes vertically) scrolling shooter! There are several power-ups to be obtained in your mission to defeat this evil menace!



TYPE-1 BATTLE CRUISER

THE GOOD

Huge Bosses and plenty of power-ups create totally killer weapons. The three ship selections are a plus.

THE BAD

Slow game play and quick transport back to the beginning of each stage when hit.

THE UGLY

The backgrounds in many of the levels.



SELECT YOUR SHIP: There are three ships to choose from, each having weapons for attack! There are eight attack levels for each, increasing with each Red Orb collected! Below is an example of the Type-1 battle cruiser and its levels of powered attack! The Blue Orb (right) gives a limited defense shield!



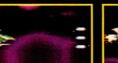
LEVEL 1:



LEVEL 2:



LEVEL 3:



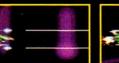
LEVEL 4:



LEVEL 5:



LEVEL 6:



LEVEL 7:



LEVEL 8:



ZONE A:

This is a simple glide through space! Watch for meteor showers and a few huge enemies!



SHIP SELECTION:



You are able to switch ships at the start of the game or when you use a Continue. There are three ships to choose from!

ZONE B:

Go below water and battle sea life, such as giant snails! Also watch for vertically firing missiles!



BOSS A:

This Boss has three areas you must shoot: its arm, its chest, then its heart to finish it off!



BOSS A:

This Boss has three areas you must shoot: its arm, its chest, then its heart to finish it off!



ZONE C:

Here you will encounter levels that rotate! This will make you fly and fight vertically!

TRAJECTORY:



After the first zone, you are free to pick your flight path to complete the game. The darkened keys show where you have been, the gold ones where you can go.



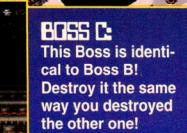
BOSS B:

This Boss is a giant squid! Destroy its tentacle first, then shoot it repeatedly in the head!



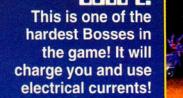
BOSS C:

This Boss is identical to Boss B! Destroy it the same way you destroyed the other one!



BOSS D:

Enter the caverns, ever watchful of falling rocks and sentry guns on the roof and walls!



BOSS E:

This is one of the hardest Bosses in the game! It will charge you and use electrical currents!

SPEED KILLS

BATTLE CARS™

for the Super Nintendo

Entertainment System only has two speeds: fast and way fast.

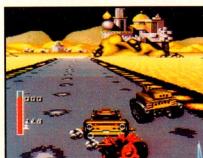
Check it out, if you're up to it!



High speed side swipes!



Blow away traffic jams!



Run 'em off the road!



Two player split screen Mode 7
head-to-head action!

★ One Player Mode with 9 levels and password support.

★ Two player head-to-head mode.

★ Tournament mode tracks up to 8 players stats.

★ 9 grueling tracks!

★ Brutal high-tech weapons!



High speed thrills!



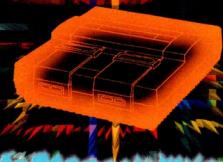
SUPER NINTENDO
ENTERTAINMENT SYSTEM

Battle Cars™ & © 1993 Namco Homestar Inc., All Rights Reserved.
Nintendo and Super Nintendo Entertainment System are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America.

namco



SUPER NES



ITEMS AND POWER-UPS

LARGE GEM



Adds five gems to the collection.

I-UP



Lives are increased.

LITTLE GEM



Adds one gem to the COMET FLASH collection.



RED POTION



Fills the Magic Meter to full.



Wipe out enemies.

GREEN POTION



Fills the Energy Meter to full.



Health is increased.

SKYBLAZER

THE SHRINE

The beginning area is just a sample of what's to come.



FALTINE'S WOODS

This wooded area has enemies hidden in the trees. Beware!



THE TEMPLE INFERNS

The Temple Inferns is a real hot spot! You'll use all your abilities here but learn to use the magic wisely.

There is a hidden passage to shortcut the level and get closer to facing the Boss. He has a simple pattern to use to defeat him.



CLIFFS OF PERIL

Take to the skies and collect gems along the route.



THE GOOD

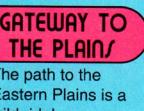
The game is simply a blast! The colors are very vibrant and the game is just plain fun.

THE BAD

There's not too much to complain about except that the levels are a bit too short.

THE UGLY

The 'Expando-O-Matic' Boss in the Tower of the Tarolisk stage will keep you rolling for hours!



GATEWAY TO THE PLAINS

The path to the Eastern Plains is a wild ride!

This is a great place to stock up on extra lives since there are lots of gems.



FACT FILE

SKYBLAZER

MANUFACTURER

SONY IMAGESOFT

OF PLAYERS

1

DIFFICULTY

Moderate

AVAILABLE

December

CARTRIDGE SIZE

8 MEG

NUMBER OF LEVELS

20

THEME

% COMPLETE

Action

95%

ClayFighter™

PLAYING STREET DANCE IN THE CAN BE DANGEROUS

Those other fighting games have just run head-on into a major road block. Because Bad Mr. Frosty and his powerful road gang of clay-animated characters are kicking, punching and knocking out those so-called tough guys. And they're doing it with wild shenanigans and hilarious moves that'll keep you laughing at 100 m.p.h.

Bad Mr. Frosty and the Clay Fighters™ —they're right up your alley.



ULTRA
TURBO
& HEAD TO HEAD
FIGHTING ACTION

LICENSED BY

Nintendo®

© 1993 Interplay Productions and Visual Concepts. All rights reserved. ClayFighter is a trademark of Interplay Productions, Inc. Nintendo, Super Nintendo Entertainment System, Super NES and the official seal are trademarks of Nintendo of America, Inc. © 1989 Nintendo of America, Inc.



This official seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Super Nintendo Entertainment System.

By Gamers. For Gamers.™

17922 Fitch Avenue, Irvine, CA 92714

LAUGH YOU

ClayFighter™

BAD MR. FROSTY



ICE OFF!

ULTRA
TURBO
& HEAD TO HEAD
FIGHTING
ACTION

An icy stare, a cold-hearted punch, a cold-blooded kick—now the fun begins! Once a mild mannered snowman, this devious spawn of winter uses action-packed moves to give his enemies major chills. But the other Clay Fighters™ may have a little something to say about that!

Their insane antics (full of hidden moves and combos) and their hilarious comments (in amazing digitized speech) keep the blood 'n guts out and the major laughs in, as they fight to become King of the Big Top!

It's a cold world out there. It's time to have some fun.

MAIL IN COUPON
AND RECEIVE "CLAY FIGHTER™"
TEMPORARY TATTOO!
Mail to: Interplay Productions, Inc.
Clay Fighter Tattoos 5070 Santa Fe Street San Diego, CA 92109

Name _____
Street Address _____
City _____ State _____ Zip _____
List Magazine Purchased _____
Must mail this coupon by October 31, 1993.

Interplay™

By Gamers. For Gamers.™
17922 Fitch Avenue, Irvine, CA 92714

LICENSED BY



© 1993 Interplay Productions and Visual Concepts. All rights reserved. ClayFighter is a trademark of Interplay Productions, Inc. Nintendo, Super Nintendo Entertainment System, Super NES and the official seal are trademarks of Nintendo of America, Inc. © 1989 Nintendo of America, Inc.



This official seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Super Nintendo Entertainment System.

ELECTRONIC GAMING MONTHLY & INTERPLAY EXPLODE ONTO THE SCENE WITH A ROCK & ROLL RACING CONTEST!

**ELECTRONIC
GAMING
MONTHLY**

Interplay

CONTEST PRIZES!

1 GRAND PRIZE:

- EGM/Interplay Mini-car with custom graphics



3 FIRST PRIZES:

- Libraries of Interplay games: Lost Vikings, Rock & Roll Racing, Out of this World, and Clayfighter

50 SECOND PRIZES:

- Rock & Roll Racing Posters

HOW TO ENTER:

Correctly complete the entry form, then mail to:

ROCK & ROLL RACING CONTEST (EGM)
1920 Highland Avenue, Suite 280
Lombard, IL 60148

 **CONTEST ENTRY FORM**

Name _____
Address _____
City, State _____
Zip Code _____
Phone (____)

Contest Rules: All entries must be received by December 1, 1993. EGM or Interplay are not liable for lost or misdirected mail. One entry per person. No purchase necessary to enter. A random drawing of all eligible entries will be conducted to award the prizes, and the winners will be notified by January 1, 1994. Prizes are not transferable. Illegible or incomplete entries are ineligible. All state federal taxes, if any, are the responsibility of the individual winner(s). All judges decisions are final. All prizes will be awarded. Void where prohibited or restricted by law. All Federal, State and local laws and regulations apply. Employees of Sendai Publishing Group, Inc. or Interplay and their affiliates are ineligible to enter. Interplay and Sendai Publishing Group, Inc. reserve the right to cancel this promotion at any time with appropriate notice. Winners' names, likeness and prize information may be used by Interplay or Sendai Publishing Group, Inc. for any promotional or advertising purposes without further compensation. Rock & Roll Racing is a trademark of Interplay Productions, Inc.



The 7th Saga™

"UNBELIEVABLE!" IF THE SHOE FITS...

The adventure is huge,
the graphics are simply
gorgeous...

-Game Players-

One of the special touches is the awesome scaling that takes place prior to and during the fight scenes.

-GAMEFAN-

- Radical Mode-7 Battle Scenes
- Torturing Mazes
- Huge...No, GIGANTIC Enemies and Bosses
- Over 60 Hours of Game Play

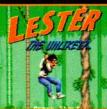
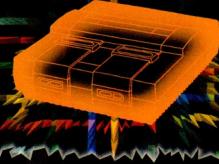


All Rolled Into
One 12-Meg
RPG!



ENIX AMERICA CORPORATION

2679 151st Place NE, Redmond, WA 98052-5522

SUPER NES

FACT FILE

LESTER THE UNLIKELY

MANUFACTURER	# OF PLAYERS
DTMC	1
DIFFICULTY	AVAILABLE
MODERATE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	5
THEME	% COMPLETE
ACTION	90%

BEACH SCENE



Lester has to time his jumps perfectly. One false move will send the nerd falling to the spikes below.



The seagull will pick you up and bring you back to the start of the level if you get caught.

CAVE SCENE



Cave bats try to block your way to safety. If you get too close, they'll swoop down to attack.



This certainly is one big frog that Lester will not be taking home to play frog baseball with.

JUNGLE SCENE



Enter the huts at your own risk. Enemy natives may spear you as soon as you walk in.



Tikka is one serious babe. Saving her will get you a big kiss from this beauty of the jungle.

INSIDE THE HUT



THE GOOD

Lester has many different moves and methods of attacking which helps expand his personality.

THE BAD

It gets confusing whenever Lester splits from a nasty situation. Why won't he stick and fight?

THE UGLY

The dissin' that Lester takes from the mega-bimbo, Tikka.

LESTER'S WEAPONS

Here are some of the weapons which are available for Lester to use.



BOOMERANG

The best weapon for attacks. You'll always get it back.



ROCK

Aim well or you could get burned by your target.

HELPFUL ICONS

BLUE GEM

Get the blue gem on the beach, which helps Lester's quest.

CANDLE

Use the candle to burn through ropes, avoiding a grisly fate.

HEALTH

One sip from this can-teen will restore some of your life back.

THE BATTLE TO SURVIVE JUST GOT UGLY!



Two titans of terror are about to square off in the most fearsome fighting the galaxy has ever seen!



As a Predator Warrior, you'll battle dozens of deadly, double-jawed Alien



Weapons you'll need to survive ten treacherous levels of claw-to-claw combat.

Overcome swarms of Alien drones, warriors, chestbursters and face-huggers and



beasts bent on your annihilation. But you're ready. A cloaking device makes you instantly invisible. You're armed to the teeth with spears, lasers, wrist-blades and killer kick-boxing maneuvers -

you still face your ultimate challenge: a monstrous battle with the Alien Queen! Alien vs Predator, now face to hideous face for the very first time on Super NES and Game Boy from Activision.

ACTIVISION

ALIEN VS PREDATOR IS AVAILABLE FOR YOUR GAME BOY AND SUPER NES. TO ORDER: SEE YOUR LOCAL RETAILER OR CALL 1-800-477-3650.

Alien and Predator TM & © 1993 Twentieth Century Fox Film Corporation. All rights reserved.

**WE COULDN'T PACK IN GOLD,
SO WE GOT THE NEXT BEST THING...**



AN INCREDIBLE COMIC FEATURING AN ORIGINAL FOIL-ENHANCED COVER BY DALE KEOWN
AND EXCLUSIVE BACKGROUND INFORMATION ON PITT THAT YOU WON'T FIND ANYWHERE ELSE!

HERO

PITT'S NEXT COMIC...OCTOBER 25...ONLY IN HERO!

THE ARCADIAN



Smoke 'em with 100% Arcade Action for SEGA GENESIS

- ▶ *Arcade excitement at home!*
- ▶ *Real arcade joystick and buttons*
- ▶ *Enjoy all SEGA GENESIS games*
- ▶ *Tough, heavy-duty arcade construction*

**COMING
ATTRACTION**

The Arcadian Duo™

- ▶ **The POWER** controller for game experts
- ▶ The Arcadian Duo plays **BOTH** Sega Genesis and Super Nintendo
- ▶ One wonderful, **WILD** controller plays all your favorite games



For ordering information call:

1 800 264-8728

FAX 205 880-2007

or write KBM

**15980 Chaney Thompson Rd.
Huntsville, AL 35803**



Bull's YOU'VE HIT IT! -eye

This year's coolest, craziest, funnest, loudest
Sega™ Genesis™ smash COOL SPOT is now
available for the Super NES.®



Super NES is a registered trademark of

Nintendo of America, Inc.

SEGA, GENESIS and GAME GEAR are

trademarks of Sega Enterprises, Ltd.



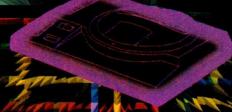
COOL SPOT

coming soon for Sega Game Gear™



©1993 Virgin Games, Inc. All rights reserved. ©Seven Up, 7UP and SPOT character are trademarks identifying products of the Dr Pepper Seven-Up Corporation, Dallas, TX 1993. Virgin is a registered trademark of Virgin Enterprises, Ltd.

GENESIS



Street Fighter 2 is still ready to rumble! Well, the Genesis owners, who were really peeved that SF2 TCE came out for the Super NES, won't have to grunt and groan any more! The CE Genesis version has been boosted to 24-Meg and has all the graphics and options that the Super NES version has—and more! Now there's a group battle option where you can play team vs. team of up to five characters. The music has been reworked so that it sounds great, but the voice does leave a lot to be desired. It is still unknown whether it will be fixed. If it is, it may beat out the Super NES version!

EVERY single detail from the Super NES version is here. Even the tricks from TCE are here as regular options, like the 10 speeds. The black bar from the first Genesis version has been worked out and the characters enlarged. This is bound to be one of the best games yet!

THE GOOD

The good part is that the graphics and animation look almost identical to the Super NES SF2 TCE version.

THE BAD

As soon as you turn up the volume, the sounds smack you in the face! Really grungy!

THE UGLY

This version has more Meg than the Super NES version, but the characters have a bad case of laryngitis.



FACT FILE STREET FIGHTER 2 SPECIAL CHAMP. ED.

MANUFACTURER	# OF PLAYERS
CAPCOM	1 OR 2
DIFFICULTY	AVAILABLE
HARD	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
24 MEG	12
THEME	% COMPLETE
FIGHTING	100%

STREET FIGHTER II SPECIAL CHAMPION EDITION



BALROG

This veteran boxer is here to win big and actually get his life back in one piece.



VEGA

The yodeling flea boy fights with his lightning quick speed and his nasty claw!



SAVAGE JACK

UPPERCUT

HEADBUTT

BUDDY

SHOOTOUT

BACKLIT

BILL CLAW

SUSAN DIVO

BACKLIT



SAGAT

Sagat is ready to take on the world with the power of his strong Tiger Uppercut!



M. BISON

M. Butthead (EGM nickname) is ready with more of his ultra-damage moves!



TIGER FIRE

TIGER UP

TIGER KNEE



TRIPELS

SUSAN K.

SHOOTUP



CHAMPION EDITION MODE

HYPER FIGHTING MODE



HYPER FIGHTING MODE



HOW SF2 FOR GENESIS HAS CHANGED



The black bar is at the top and there's no Versus Mode.

Now this is how SF2 should be on the Genesis!



EGM X-TRA DARE TO COMPARE A LOOK AT OTHER FORMATS...



Well, what do you think? Graphically, the two versions are almost identical! Even though the graphics and animation are similar, if you hear how they differ in sound, the Genesis version wins the Ho Ho!

ETERNAL CHAMPIONS

IT ALL BEGINS WITH THESE FIRST THREE

In the year 2225 the Eternal Champion is an entity that maintains the balance of good and evil.

Embodying the skills of all fighting styles, it uses its skill to keep things in check. When it finds itself dying, the entity searches through all time to find the best fighter to take over the position as Eternal Champion.

Through Top Secret sources, the first three characters and some advance pictures have been snuck out. Our exclusive source says he/she will be able to supply three more each month, along with more info and pics. Stay tuned to the hottest video game mag for the info first hand.

XAVIER

BIO:

After failing miserably as a blacksmith, he turned to his one true love, science. His thirst for knowledge led him to become an alchemist. In his studies he found a way to create an unlimited source of clean energy. Unfortunately before he had a chance to document or further experiment with this great power, he was hung as a Warlock by the people of Salem.



XAVIER

FIGHTING
STYLE
Hapkido Cane
Fighting
TIME PERIOD
1692 A.D.
OCCUPATION
Warlock/Alchemist



LARCEN

FIGHTING
STYLE
Praying
Mantis
TIME PERIOD
1920 A.D.
OCCUPATION
Ex-cat burglar



SHADOW

FIGHTING
STYLE
Taijutsu
(Ninjutsu)
TIME PERIOD
1993 A.D.
OCCUPATION
Corporate Assassin

SHADOW LARCEN

BIO:

Shadow was once the best corporate assassin in the Black Orchid Corporation. She successfully performed many jobs until she learned that her failure in any task would result in her elimination by one such as herself. From this fact she realized the value of her own mortality and could no longer kill. Once Black Orchid found out, they arranged for her to fall from the top of their building.



BIO:

Born in an era of crime bosses and street lords, Larcen idolized their power and began working for Mr. Tagalini. He became an expert cat burglar and did many jobs for his boss, but he would never kill. His career ended when he was told to drop a package to the chief of police. It became obvious that it was a bomb but before he could dispatch it the bomb went off, killing him and the Chief.



FACT FILE

ETERNAL CHAMPIONS

**MANUFACTURER**

SEGA

OF PLAYERS

1 OR 2

DIFFICULTY

MODERATE

AVAILABLE

DECEMBER

CARTRIDGE SIZE

24 MEG

NUMBER OF LEVELS

9+

THEME

FIGHTING

% COMPLETE

N/A



Larcen swings toward Shadow but is avoided by her cat-like reflexes.

Crawling on the ceiling, the Mantis man stalks his prey and prepares to launch himself downward. This move, Ceiling Drop, is a tricky and deadly technique. Shadow is waiting for the bug to spring, and from her Ninja arsenal she throws a knife up to intercept Larcen's move.



Surrounded in mist, Shadow sets up Larcen, who is ready in a Mantis stance.

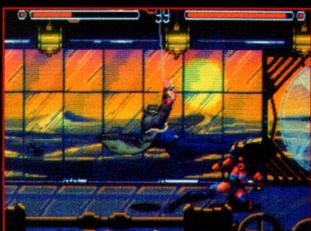


Once again Larcen's effort is thwarted by Shadow's quick Ninja timing. With grace and style she avoids the onslaught of Larcen's special technique, hammering fists.

Note the futuristic cityscape in the background showing another of the large variety of fighting scenes. Fights can take place anywhere in any time.



The former cat burglar is familiar with a rope. He must think he's Spider-Man.



Off the ceiling, Larcen jackknives down onto his unsuspecting prey.

WILL IT HAVE WHAT IT TAKES TO BEAT STREET FIGHTER II?

Check out the move previews

FAVORITE MOVES:

SHADOW:**Shadow Mode**

Cloaked in darkness, she becomes unstoppable.

Twirling Fan Attack

Falls head over heels ending with a swipe from a razor sharp fan.

LARCEN:**Ceiling Drop**

He crawls across the ceiling and attacks opponents from above.

Swinging Hammer Fists

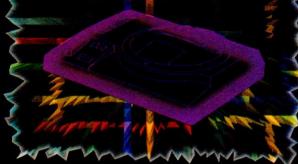
In a flurry of fists, he dazes and stuns his enemies.

XAVIER:**Dragon Trap**

The powerful cane he wields traps victims, holding them helpless.

Identity Change

A move of mass confusion that changes his foes into another entity.

GENESIS

All you Japanese fanatics out there will know this title as Mazinger - Z!

Based on one of the many Japanimation series, this game is one title that is going to make the Genesis rock! The game starts off in a simple side-scrolling "Final Fight" perspective. As the levels near the end, you'll fight a giant Boss who's trying to squash you like a bug. Then, go for the gold by growing to the size of the Boss and taking him on in a street fighting atmosphere! There is a vast array of moves to use, and the cool scene changes make this original and quite a blast to play!



FACT FILE

**MAZIN SAGA
MUTANT FIGHTER**

MANUFACTURER

VIC TOKAI

OF PLAYERS

1

DIFFICULTY

MODERATE

AVAILABLE

OCTOBER

CARTRIDGE SIZE

8 MEG

NUMBER OF LEVELS

6

THEME

ACTION

% COMPLETE

100%

100%

THE GOOD

The animation of the characters gets a big "WOW!" They all seem segmented—especially the Bosses!

THE BAD

Accompanying the great one-on-one fighting style is a dinky side-scrolling action game. It's too small.

THE UGLY

Buster Claw and Slug Head? The only thing that's ugly about these guys is their lack of originality.

MAZIN SAGA

Mutant Fighter

Standard Action Scenes

Rapid, Special, Slash, Spin slash

Boss Fighting Scenes

Stab, Block, Swipe, Slice

STAGE ONE - DEFEND THE CITY UNDER SIEGE!



Fight the forces up a building structure before the sun goes down.

TAKE ON THE MENACING BOSS GARIDA-X7 MONSTER!

First, swat off Garida's grubby hands of steel.

Then grow to the same height and take him out!

Garida has a multitude of attacks; his deadliest are his scythe and the fireball he shoots out of his chest.

SECTION 1-2



In this section, you will need to fight through an old destroyed parking section of a city building. Don't be distracted by the setting sun behind scenes of demolished buildings, because enemies lurk everywhere, and gaping holes are smashed through the pavement and could lead to instant death!

STAGE TWO - THE ANCIENT FROZEN EGYPTIAN PYRAMIDS OF DEATH!



The temple is a frozen wasteland that harbors many technical terrors!

Ice is a nuisance when you slip on it!



Don't lose your bearings in here!



Enter the temple where flames fire at you and a large flame-shooting statue awaits!

TACKLE THE GIANT STATUE AND DEFEAT SLUG HEAD!



This statue glides all over the screen and shoots flames on the ground!



Slug Head is the main Boss. Watch out for his deadly mace and chain!



Slug Head has a number of attacks ranging from his chain to energy shots he fires out.

STAGE THREE - ENTER THE WASTELANDS OF PARIS AND TAKE ON DINO BEAST!



Paris is now a desert in the future. Being ruled by all sorts of mutant life-forms, you must penetrate it to destroy it.



DINO BEAST IS WAITING TO REALLY STOMP YOU FLAT!



Here, Dino Beast does his impersonation of the Monty Python intro!



Now it's time to deal with this pest eye to eye! Will you be able to defeat him?



Dino Beast is one strong powerhouse. He uses his claws and a quick get-up-and-go ram!



Among dealing with the mutants, Dino Beast will make some impressive attacks!



RUN TO THE HILLS!



Leap onto the masses and run like hell! DB will try to swat you off of them!

MORE LEVELS AWAITS AS WELL AS GIGANTIC KILLER MUTANT BOSSSES!

Well, that's just about a rap with what we have to show you. But we can assure you that there are quite a few more levels than what is shown here as well as more totally animated Bosses with weak cheap names. As a teaser, though, here is the fight between Mazinger-Z and the terrible Buster Claw (scary name, huh?!) Fight with him in old N.Y. and beat his bug butt into the ground!



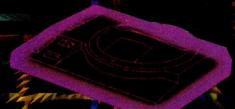
Fight Buster in the sewers of old N.Y.!



Mazinger-Z VS. BUSTER CLAW



Buster can be killed with jump attacks.



GAUNTLET

IV



Tengen is about to release a hot version of Gauntlet called Gauntlet IV (for four-player, that is). This game has four complete modes of play, and can have up to four players simultaneously on the screen. If you're a traditionalist, play the Arcade Mode. Or for a challenge, go against your friends in the Battle Mode. Try for the best score in the Record Mode to see how good you really are. And... for the ultimate player, there is a brand new quest game built in. If you like Gauntlet, you'll love this one. It even brings back all the original voices! It's the ultimate Gauntlet game!



BATTLE MODE

Race against your friends, and see who will exit the maze first!



FACT FILE

GAUNTLET IV

MANUFACTURER

TENGEN

OF PLAYERS

1 TO 4

DIFFICULTY

HARD

AVAILABLE

SEPTEMBER

CARTRIDGE SIZE

8 MEG

NUMBER OF LEVELS

N/A

THEME

% COMPLETE

ACTION

100%

THE FOUR BRAVE WARRIORS

THOR

A slow but powerful warrior who doesn't have a talent for magic. He has the best stamina of all fighters.

QUEST MODE WEAPONS:

- Level One: Middle Axe
- Level Two: Broad Axe
- Level Three: Battle Axe
- Level Four: Great Axe
- Level Five: Crush Axe
- Level Six: Giga Axe
- Level Seven: Red Axe



thyra

A valkyrie who is average in every aspect. She is a good choice for a player-character.

QUEST MODE WEAPONS:

- Level One: Broad Sword
- Level Two: Long Sword
- Level Three: Bastard Sword
- Level Four: Long Blade
- Level Five: Rune Sword
- Level Six: Aner Blade
- Level Seven: Hilder Sword



MERLIN

For firepower beyond belief, use Merlin. Unfortunately he is weak in the stamina department.

QUEST MODE WEAPONS:

- Level One: Energy Ball
- Level Two: Energy Bolt
- Level Three: Energy Shot
- Level Four: Magic Arrow
- Level Five: Magic Missile
- Level Six: Psycho Shot
- Level Seven: Ray Ball



QUESTOR

A lightning quick elf that lacks the firepower needed to kill the enemies. A very well-rounded character.

QUEST MODE WEAPONS:

- Level One: Wood Arrow
- Level Two: Iron Arrow
- Level Three: Steel Arrow
- Level Four: Ceramic Arrow
- Level Five: Silver Arrow
- Level Six: G Arrow
- Level Seven: Lyune Arrow



Name:	MERLIN	Sept	'93	GAUNTLET	LEVEL	1
Level:	3L	HIZARD		SHRINK	SHRINK	0
Rest Coins:	99			WALK FIRE	WALK FIRE	0
Total Score:	100000			SCORCH	SCORCH	0
Total Time:	0:00:29.1			STUN	STUN	0
Total Damage:	33.00			HEALTH	HEALTH	0
Total Food:	1F			ELF	ELF	0
This Level:	1000	S.L.	33.33	WALK FIRE	WALK FIRE	0
	1000	T.L.	33.33	SCORCH	SCORCH	0
	33.00	F.L.	11.00	STUN	STUN	0
	1F	L.L.	0.33	HEALTH	HEALTH	0
#Player's Points:	332			ELF	ELF	0
Password:	ZRLW KWIR EYED 74CD			SCORCH	SCORCH	0

RECORD MODE

This game plays just like the Arcade Mode, but you can see how well you did.



ARCADE MODE

If you loved the arcade, and would like to play it at home, this game is for you.

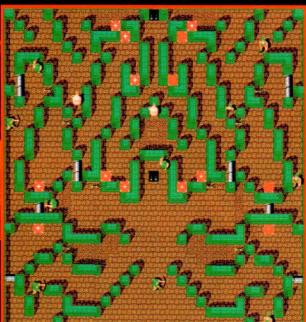
FIRE



QUEST MODE

The quest mode is by far the neatest feature in the game. A precious treasure lies inside the castle, but to acquire it, you must travel through four towers. Each tower is 10 stories high, and is filled with intricate mazes. New features like special tiles that hurt, push, or prevent you from attacking are added to increase the challenge. This game is tough!

EARTH



WORLD MAP

MONSTERS

**DEATH**

A being whose name fits him well.

GHOSTS

Undead specters who move fast.

GRUNTS

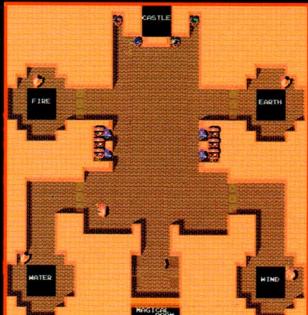
Heavy duty troops who pound on you.

DEMONS

Vicious beasts who shoot at you.

LOBBERS

They throw things at the heroes.



MAGIC ROOM

Enter this place if you want to obtain the password to learn your progress.

THE GOOD

This cart is almost exactly like the arcade version in most aspects, and the Quest Mode is sure to please.

THE BAD

Just try to have a quest when some moron goes the other way.

THE UGLY

Watching a short elf-like character take an arrow in his bun.



WATER



Buy your goods at the many different shops found inside the Quest Mode.



At the top of the towers you'll find a horrific dragon waiting to fight you.



AIR

GENESIS



Disney's Aladdin

Attack with the Scimitar or Apples!



Ride on a Magic Rope or Carpet!



Other Abilities



Various Icons



1-UP
An extra turn to play.



Jewel
Buy items with these.



Apple
Throw at enemies.



Genie
Extra Genie bonus turn.



Scarab
Get to clear a stage.

Health Increase
More life.

The magic of Disney continues as the popular animated feature makes a fantastic debut on the Genesis.

Take on the role of Aladdin and save the beautiful Princess Jasmine. The evil Jafar has taken her prisoner and you must go through many perils to rescue her. Only then will she be yours.

This is one of the best games to ever come out for the Genesis. The total feel of the film has been reproduced with smooth character animation and a wonderful movie soundtrack. All the characters, including the enemies, have funny animations. It's as much fun to watch as it is to play. You may see some familiar Disney characters if you look carefully.

FACT FILE

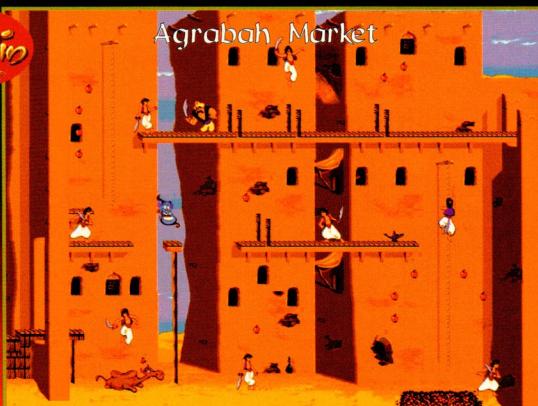
ALADDIN

MANUFACTURER	# OF PLAYERS
SEGA	1
DIFFICULTY	AVAILABLE
MODERATE	OCTOBER
CARTRIDGE SIZE	NUMBER OF LEVELS
24 MEG	12
THEME	% COMPLETE
ACTION	95%



Stage 1 Agrabah Market

Aladdin, the young thief, must make his way through the Agrabah Marketplace while trying to avoid the palace guards that patrol there.

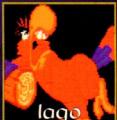
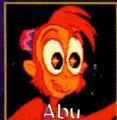


Stage 2 The Desert

The dunes hold many dangers for Aladdin.



Meet the Cast of Characters



Abu

Iago



Jafar

Jasmine

You just gotta laugh!



Camel



Iago



Port-a-Potty



Shorts down



Play Two Fantastic Bonus Levels!



The Genie bonus level is like a slot machine where the icons on the right will flash inside his mouth at random. Press a button to stop.

Aladdin
Receive an extra life.

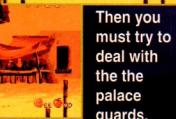
Apple
Adds apple to supply.

Gem
Adds gem to supply.

Jafar
Ends the Bonus Level.



As Abu, the chimp, you must avoid the falling pots.



Then you must try to deal with the palace guards.



Stage 3
The Rooftops
Take the action to the rooftops of the town.

Hang onto the magic rope for a fast ride up.



Slide down the pole for a fast way down.



Get the palace guard while he's occupied with food.



Stage 4
Sultan's Dungeon
Escape from the dark dungeon full of traps.

Watch out for the skeleton with the bomb.



Weave through the large, swinging balls.



The stones you stand on will disappear into the wall.



Stage 5
Cave of Wonders
Grab the magic lamp and make a daring escape.

Ride the magic carpet toward the lamp.



Leap up onto higher ground from the rock.



The lamp is in your reach. Can you make it out?

THE GOOD

We're looking at some boffo animations, folks. Truly top-notch stuff.

THE BAD

BAD? You gotta be kidding! This game is a masterpiece from beginning to end!

THE UGLY

Hey, it's a Disney game. The only ugly you'll find here are the villains.

Vase Marks the Spot!



Touch these blue vases to mark the area. If you die, you'll start from that point.

Look for Hidden Disney Trademarks!



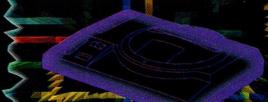
Is that Goofy on that pillar there?



Hey, look! That's a Mickey Mouse cap on the clothesline over there!



You might even find Sebastian from *The Little Mermaid*.

GENESIS

Years after the invention of Robocop, Sac-Norad hires Cyberdyne Systems to build a new defense computer dubbed Skynet. But something goes terribly wrong. Soon after the system goes on line, Skynet becomes self aware. It decides that humans are the enemy, so it launches a mission of global genocide.

In an attempt to abate a threat from the past, Skynet sends a team of Terminators into the past to get rid of its only possible threat: Robocop.

Welcome to the world of Robocop vs. the Terminator! This cart blends the best of both biomechanical worlds by bringing two of the baddest 'borgs in the business' together in one intense shoot-em-up. A bonanza of blood graces this game, because bad guys don't die clean and easy. They explode into gorgeous puddles of meat and blood. This side scroller plays a lot like Contra, with the exception of it having non-linear game play. Hours of searching around the stages will be necessary if you hope to survive and save the human race, present and future.

ROBOCOP

VERSUS

THE TERMINATOR

ROBOCOP VERSUS TERMINATOR

FACT FILE

ROBOCOP VS. THE TERMINATOR

MANUFACTURER	# OF PLAYERS
VIRGIN	1
DIFFICULTY	AVAILABLE
MODERATE	4th Qtr. '93
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	5+
THEME	% COMPLETE
ACTION	80%

WELCOME TO THE JUNGLE!



Wow this guy really knows how to die! He learned the hard way not to mess with Robocop.



This guy wandered too close to Robocop and his roasting flame thrower. Watch him burn!

ICONS TO HELP YOU DEFEAT SKYNET



FULL RESTORE
This icon will restore all 8 health points.



HALF RESTORE
Using this will give you 4 health points.



MINOR RESTORE
This icon is worth 2 health points.



INVINCIBLE
You will be invincible for a short time.



EXTRA MAN ICON
You get to be Robocop once more.



MASTER ROBOCOP'S MANY MOVES

Detroit's finest police officer has the ability to hang on a pipe with one arm and shoot with the other. He is also very quick. He can move on a ladder as fast as an express elevator.

THE GOOD

Cool looking levels plus killer weapons make this game a lot of fun to play.

THE BAD

Even Robocop can take only so much of a good thing. Too bad you can't take an Uzi to the repetition.

THE UGLY

Awesome no-holds-barred, bloody, gory, intensely disgusting death scenes.

Stage 1 TRAINING MISSION

You basically learn how to be Robocop here. A few guns can also be found.



Throughout this game be sure to leave no stone unturned. Hidden icons are everywhere, so look hard!

Stage 2 STREETS OF DETROIT

In this level you must free the hostages. Watch out for the guys in the windows.



This stage is not too hard either, but make sure to watch for attacks from above and below you.

Stage 3 DELTA CITY CONST.

Here you have to blow up all the security cameras. Be sure to check out the view!



In Delta City, check behind all the ladders—you may be surprised at what you find. Also check the walls for hidden icons.

WEAPONS FOR THE WAR!



A very powerful short-range gun.



An awesome heat seeking weapon.



Intense power but not very fast.



This really burns the enemy up!



A less powerful laser pistol.



Best against TERMINATORS.

Robocop has an awesome array of weapons. The best and rarest weapon is the one you get off the arm of ED 209 himself! This kicks!

WHO'S AFRAID OF THE BIG BAD BOSS?



BOSS 1
Fighting this guy is not hard, really. It's more like target practice. This guy is a real wimp!



BOSS 2
This boss provides a little challenge, but not much. Remember this guy isn't really human!



BOSS 3
This boss is really intense! Look for him to start a pattern; that's your best chance.



BOSS 4
This is another wimpy boss. But remember, if any of these bosses touch you, it's over!



BOSS 5
ED 209 is one bad dude. Don't forget, if you shoot his gun off, you can use it on him.



EGM TIP #004

When you reach level 4 you will be able to enter the first of two secret

levels. Near the beginning of the level there is a ladder going down. When you reach the bottom, face the wall and jump up and into it. Move around, pushing up and you will enter.

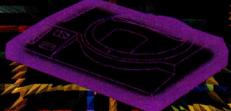


EGM TIP #005

The second secret level can be found on stage 7. At the bottom of the lad-

der shown in the picture, move to your left and jump up and into the wall. You will find yourself in a passage that will take you to a door leading to the secret level.

GENESIS



DINOSAURS FOR HIRE (CHEAP PRICES, TOO!)



NAME: Archie
(Tyrannosaurus)
WEAPON: Automatic
Machine Gun

Archie is the leader of the Dinosaurs! This cigar-chomping, tough-talking dino takes no prisoners—or chances! The quickest of the three, Archie is also the best jumper—he can jump the highest, but he wounds easily.

CLOSE-UP ATTACK:
Pistol Whip



OTHER INFO:
HEIGHT: 7 FT., 6 IN.
WEIGHT: 1,400 LBS.



NAME: Lorenzo
(Triceratops)
WEAPON: .50-Cal.
Elephant Gun

Although he totes a gun, Lorenzo is a snob. He loves only the best things in life—as shown by his collection of silk Hawaiian shirts (he never wears the same one twice). Despite his size, he can jump rather well.

CLOSE-UP ATTACK:
Head Butt



OTHER INFO:
HEIGHT: 6 FT., 11 IN.
WEIGHT: 1,375 LBS.



ITEMS TO GET:

FOOD:
More Health

SHIELD:
Invincible

BIG:
Large Shots

DIAMOND:
Hold Items

TRI:
Spray Shots

MONDO:
Big Shots

BOMB:
Press A+B+C

DINOSAUR:
Extra Life



NAME: Reese
(Stegosaurus)
WEAPON: Pulse
Cannon

This one-eyed spiked back is the loose cannon of the bunch—there's no telling what he will do. His jump is the weakest of the three, and his tough, armored exterior makes him the strongest, but the slowest.

CLOSE-UP ATTACK:
Tail Swat



OTHER INFO:
HEIGHT: 7 FT., 2 IN.
WEIGHT: 1,500 LBS.

Don't Forget to Stomp:



Each dinosaur can squash baddies! Just jump up, press down, and jump!



Two Can Play at this Game:

With the two-player simultaneous mode, teamwork is the key! Each player must be a different dinosaur!



TOM MASON'S DINOSAURS' FOR HIRE

Level 3-2: The Movie Set



Jurassic Park? That's for sissies! Real dinosaurs know where the action is, and that's wherever they can find it! That's how these three dinosaurs make their living. They're Dinosaurs For Hire—the latest shoot-'em-up game for the Genesis! There is a 1-or-2 player mode, in addition to several items, and power-ups to get! Oh, let's not forget levels! We've got plenty of those—big ones at that! Fans of the *Dinosaurs For Hire* comic book may notice the omission of Cyrano, the Pterandon, but he shows up to give hints at times!

Level 1: Tenement House



You must fight your way across this tenement building to confront the giant enemy cannon! There are enemy ninjas everywhere ready to attack!

Levels 1-2, 1-3, 1-4, 1-5 & 1-6: From Subway to Skyscraper



Climb the ladders and watch for sentry guns! The Mid-Boss is an armored car with flame throwers and mines! A health item is at the far right of the track on the Mid-Boss Level!



Moving to the top of the skyscraper, enemies will fly at you from all directions! At the top is a giant minotaur! Shoot its hands first, then its head! Beware his laser eyes!



THE GOOD

Lots of guns, power-ups, characters, and huge Bosses! The 2-player simultaneous is also a great option.

THE BAD

A few of the bosses are cheesy and occasionally you'll hit some slowdown.

THE UGLY

Ripping the Hoover Dam boss apart, limb by limb.

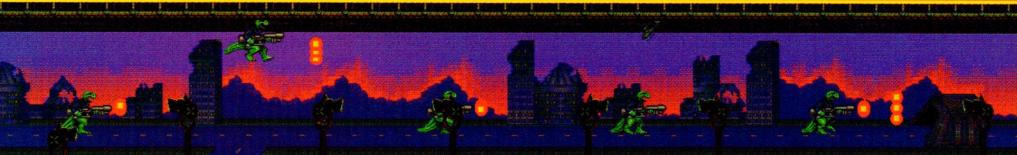
(Below) Watch for snakes that suddenly attack from the walls! Climb to the exit at the top, but don't fall down the pits - you'll lose a life if you do!



(Above) Under the Hoover Dam, don't fall into the generators, or you'll get sliced up! Watch for exploding steam pipes!



(Below) This is another Boss you must destroy—one limb at a time! It breathes fire and tries to knock you off the ledge with its clenched fist!



FACT FILE **DINOSAURS FOR HIRE**



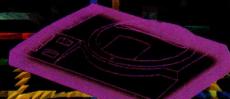
MANUFACTURER	# OF PLAYERS
SEGA	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	OCTOBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	12
THEME	% COMPLETE
ACTION	95%

Level 2: Caves & the Hoover Dam!

(Below) Watch for snakes that suddenly attack from the walls! Climb to the exit at the top, but don't fall down the pits - you'll lose a life if you do!



GENESIS



MEET THE PLAYERS...



PLAYER STATS

JOHN WIMBLEDON	Name: ANDREW	WIMBLEDON
No. 01	Style: Right hander	WIMBLEDON
Level 5	Forehand: Top Spin / Slice	WIMBLEDON
	Backhand: Top Spin / Slice	WIMBLEDON
	Abilities:	WIMBLEDON
	Forehand Control	WIMBLEDON
	Backhand Control	WIMBLEDON
	Backhand Power	WIMBLEDON
	Footwork	WIMBLEDON
	Player1: ANDREW	Semi-Auto
	Computer: WIMBLEDON	WIMBLEDON
	WIMBLEDON	WIMBLEDON
	WIMBLEDON	WIMBLEDON
	WIMBLEDON	WIMBLEDON
	Press button to decide.	WIMBLEDON

Before the match, you can view your stats. As you play and beat your opponents, you can increase your skills. Increase your serving power, and forehand control especially. Eventually, even you may become the ultimate player!

GREAT PLAY MODES...



SINGLES OR DOUBLES

Play with up to four friends in Doubles mode or go at it alone!

COMPETE!



The big competition awaits! Go up against the best players around and win the title!



CLAY COURT

BOUNCE: High
SPEED: Low



HARD COURT

BOUNCE: High
SPEED: Middle



GRASS COURT

BOUNCE: Low
SPEED: High

WIMBLEDON

SEGA
SPORTS

It is the sport for the socially elite. Its rigorous play makes the game a wise choice for people who want to stay fit. The game is tennis. Its greatest competition, Wimbledon, can be relived on your Sega Genesis. As part of the forefront of the Sega Sports series, players are given a chance to compete in a series of games to determine who will be the best. Enter the Quarter Finals and fight to win, or practice in the Exhibition Mode. Up to four players can strut their stuff, making a game of Doubles even more challenging. Wimbledon further enhances the game play by making you able to jack up your stats, so you'll be the ultimate player in no time!

THE GOOD

This is one of the few decent tennis titles on the horizon.

THE BAD

The T-1000 computer opponent isn't just hard - he's unstoppable.

THE UGLY

Give us a break, buds, this is really 16-Bit Pong, isn't it?

WIMBLEDON

Licensed by the All England Lawn Tennis and Croquet Club, London, England

FACT FILE**WIMBLEDON**

MANUFACTURER	# OF PLAYERS
SEGA	1 TO 4
DIFFICULTY	AVAILABLE
HARD	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	10
THEME	% COMPLETE
SPORTS	95%

CHUCK rock II son of chuck™



To rescue his kidnapped Dad, Chuck's got to leap his way up a mammoth tree sinking in lava, beat Big Bertha and Fenny Fire Suit, duck flaming lava rocks and escape a crazy, dive-bombing bird - what's he so happy about?



Chuck Jr.'s about to become lunch as menacing sharks attack from below the Wacky Waterfalls. Quick, Chuck, throw a temper tantrum - then club them when they least expect it!



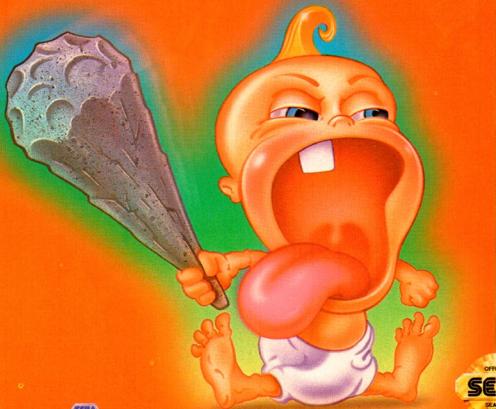
rock II son of chuck™



Chuck's pouting big-time. Hovering over toxic waste, he's about to confront his father's abductor, Brick Jagger, and Brick's massive robot - the things a kid has to do for his old man!



Why's Chuck wailing?! Is he afraid of Sergei the Sea Slug? Is he really just a baby?! Nah. You'd wail too if you could get a whiff of Sergei's armpits.



Available on Sega "Genesis"® and Sega CD.™

SEGA
GENESIS
SOUND CARTRIDGE

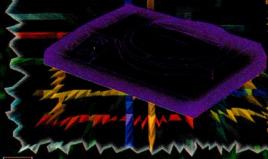
Licensed by Sega Enterprises Ltd. for play on the Sega "Genesis" and Sega CD™ systems. SEGA, GENESIS and SEGA CD are trademarks of Sega Enterprises Ltd. Chuck Rock II: Son of Chuck is a trademark of Virgin Games, Inc. © 1993 Core Design, Ltd and Virgin Games, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd. Screenshots taken from Genesis™ version. Other versions may vary.

Core Design, Ltd and Virgin Games, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd. Screenshots taken from Genesis™ version. Other versions may vary.

SOFT
CORE

Virgin
GAMES

GENESIS



From the moment you turn on your Genesis (cart in, of course), you will realize what separates this cart from all the others. As the whole title of the game is sung to you by a chorus, the Possum comes onto the screen, points to himself, and proclaims that he is "Awesome." This isn't what you'd expect from a run 'n' jump! This possum does all kinds of vocals—everything from saying "I'm Back" when he continues, to all forms of Californian Skid sayings (i.e., Dude, Totally Cool, Awesome, etc.). A unique game with quite a cute gimmick.



FACT FILE

AWESOME POSSUM

MANUFACTURER	# OF PLAYERS
TENGEN	1
DIFFICULTY	AVAILABLE
HARD	OCTOBER
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	25
THEME	% COMPLETE
ACTION	80%

THE GOOD

It's a toss up! Either it's the zippy voice effects or the ability to shut them up!

THE BAD

Nasty chop-chop in the scrolling function... maybe this cart has too much to say?

THE UGLY

Clutched butt cheeks, even in a Tengen game, do not a pretty picture make.

Environmental Bonus Rounds!



Hey, This is also educational! You can score big points for the right answer.

AWESOME POSSUM™



What a Cool little Possum!

This fast-talker can do numerous things.



Recyclable

Bonus Stuff!

Grab items for the sake of the Earth!

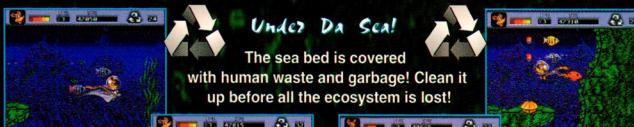


The Rain Forests!



Bounce on the teeter totter for a quick lift.

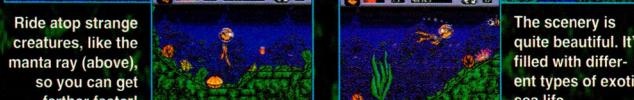
The Boss is a mechanical foreman armed with a torch and buzz saw!



Ride atop strange creatures, like the manta ray (above), so you can get farther faster!

Under Da Sea!

The sea bed is covered with human waste and garbage! Clean it up before all the ecosystem is lost!



The scenery is quite beautiful. It's filled with different types of exotic sea life.



FINALLY

...ONE THAT WORKS !

F-16 CORDLESS JOYPAD



- INFRA RED REMOTE CONTROLLER
- 2 PLAYER SYSTEM
- 15 FEET PLAYING DISTANCE
- LOW BATTERY CONSUMPTION
- FOR SEGA 16 BIT SYSTEMS

Distributed by:

DOC'S
Hi Tech

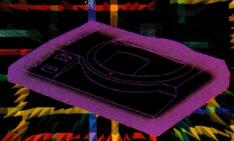
DOC'S HI TECH GAME PRODUCTS INC.

909/784-2710 ■ FAX: 909/784-7709

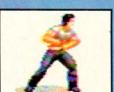
4140 Garner Road, Riverside, CA 92501

Sentai

SEGA IS THE TRADEMARK OF SEGA ENTERPRISES LTD.

GENESIS

CLIFFHANGER™



Brave the treacherous slopes of a mountain range, while searching for a briefcase of stolen cash. Survive the dangers of some major bad guys, and the Earth's natural disasters. On your journey, you must cross perilous chasms, race for your life against avalanches, and climb up sheer cliff faces.

To help you combat the many opponents, you can find guns and knives, or use your finely honed combat skills.

To get to the end of this game, you must learn a variety of moves typical to the standard punch-and-kick game. Add some wall climbing, and jumping over pits, and you have your hands full!



Climb up the cliffs while avoiding the deadly snipers and falling objects.



Beat your opponents to a pulp. Watch when they fall, because they'll drop items.

THE GOOD

Non-stop, pulse-pounding adventure that won't give you a break. Just like the movie.

THE BAD

The same enemy keeps reappearing, packing as much personality as a prune.

THE UGLY

Wearing a T-shirt in sub-zero temperatures. Where the normal human would perish, you thrive, Mutant!



WEAPONS:

You can find knives and guns dropped by bad guys.

FIRE:

The fire represents a marker. This is a continue point.



FACT FILE

CLIFFHANGER

MANUFACTURER

SONY IMAGESOFT

OF PLAYERS

1

DIFFICULTY

HARD

AVAILABLE

DECEMBER

CARTRIDGE SIZE

8 MEG

NUMBER OF LEVELS

7

THEME

ACTION

% COMPLETE

95%



Run down a slippery slope with a deadly avalanche close behind you.



Climb down to the valley floor with the helicopter right on your tail!



This is it! The final climactic battle atop the overturned helicopter.

GENESIS



PAIN-INDUCING TECHNIQUES



PUNCH

Your average hit—fast and quick. It's the best move.



SIDE-KICK

A good boot to the ol' body. Knocks foes away A.S.A.P.



DOUBLE HIT

Hit two guys at once with this spectacular move!



CLOSE ATTACK

A good, last ditch attack. Another move to learn.

Grab hold of your magic Ticket and prepare to live out all the wild action you see in the movies. Play as Arnie's character right out of this summer's hot action film.

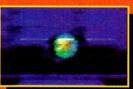
Travel through various movie titles with explosive action. Punch, kick, and maul your way through some major carnage. Drive a beat-up vehicle for a change of pace. The Last Action Hero requires a number of play techniques for each of its inventive levels.

If you liked the movie, you'll love becoming part of this fast-paced game. Last Action Hero is explosive fun!



LEVEL ONE:

The psycho-killer, Ripper, has taken over the school, along with some really nasty fighters. As Jack Slater, you must pummel these fiends into submission. Look for the Tickets for help in getting to Ripper himself. Watch it; he's nasty!



TICKET

Gives you back some of your life.



Saunter down the road, trashing the many cars in your way. Die Sunday drivers!



The "Ripper" attacks with a definite pattern. Dodge hits axe, and fight!

THE GOOD

A good level of diversity keeps this title fresh each time you plug in. A movie fan's dream come true.

THE BAD

Mr. Pixel-man needs a facelift. More detail should have been placed on making some hard-edged graphics.

THE UGLY

The guys who actually thought this would be a summer blockbuster.



FACT FILE

LAST ACTION HERO

MANUFACTURER	# OF PLAYERS
SONY IMAGESOFT	1
DIFFICULTY	AVAILABLE
AVERAGE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	5
THEME	% COMPLETE
ACTION	95%

Are you a Sega-maniac? Or an SNES success? Would you rather duke it out in the street? Or at an altitude of 30,000 feet? No matter how you play the game—or what games you play—QuickShot is behind you all the way. With a full lineup of high-quality joysticks, arcade-style controllers, and thumb-control pads. And the best prices anywhere.

So look for QuickShot wherever your favorite videogame products are sold. And in the hands of value-wise gamers like you.

QuickShot Technology, Inc. A Member of Tomei Group.
47473 Seabridge Drive, Fremont, CA 94538

QuickShot®

It's how you play the game.

WE'RE ON YOUR SIDE NO MATTER WHICH SIDE YOU'RE ON.

STARFIGHTER™ QS181

More thumbs-on excitement!

SEGA GENESIS® SYSTEMS



INVADER 3™ QS183

Take on the toughest contenders with turbo-ease.



PYTHON 3™ QS135

Get a grip on the action with cutting-edge control.



MAVERICK 3™ QS162

Get powerful arcade-style performance—to go!



CONQUEROR 3™ QS185

This programmable controller remembers your moves.



SUPERCON™ QS182

Fast fun for thumb people!

INVADER 2™ QS184

Blast the competition with high-speed turbo power.

PYTHON 2B™ QS197

The only SNES controller for joystick fanatics.

MAVERICK 2B™ QS190

Deliver your best shots with arcade accuracy.

CONQUEROR 2™ QS186

Program and play back your best action sequences.



TECMO SUPER BOWL



FACT FILE

**TECMO
SUPER BOWL**

MANUFACTURER	# OF PLAYERS
TECMO	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	SEPTEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
N/A MEG	N/A
THEME	% COMPLETE
SPORTS	95%

THE TEAMS!

Choose your gridiron warriors from any of the 28 official NFL teams. This is a great way to be the players you've always admired on TV.



THE PLAYBOOK!

There is a wide variety of plays to choose from in the playbook. With this amount of plays, it may be hard to decide which play to run.

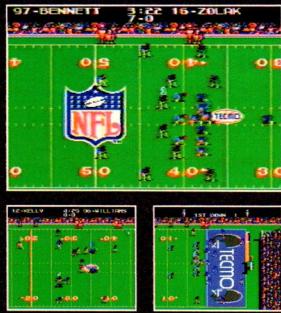


You can also select which team member is going to run the play you've chosen.



THE GAME!

Make sure everybody's lined up. Hut! Hut! Snap the ball! He's going, going YES! TOUCHDOWN!! This game has got all the feel of the real game!



TOUCHDOWN!!

Check out these great cinema displays! From the toss of the coin to that final whistle blow, there is a cinema display for every action throughout the game.



HALFTIME SHOW!



If this were a perfect

world you'd be all thumbs.

That way you'd have more

moves, you'd have more

control, you'd have more

intense combinations. But

things aren't perfect. So if

you want all that stuff

you should either buy one

of our new arcade style

Sega™ 6-Button Controllers.

6-Button controllers

or start handling large

amounts of nuclear waste

and—well, hope for the

best. Personally, we'd go

for the controllers. They're

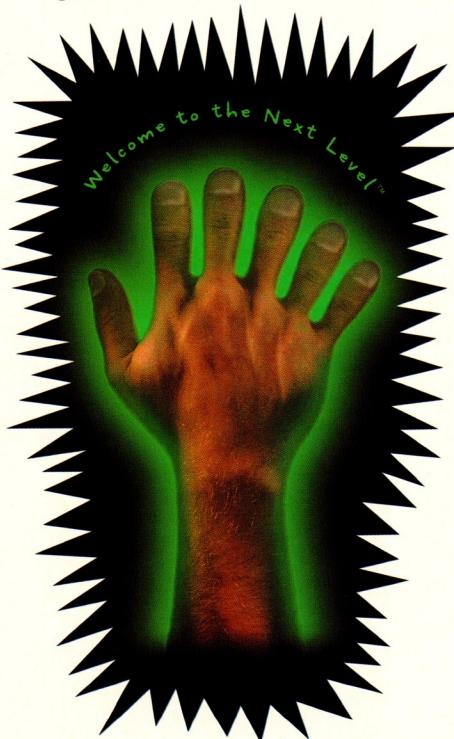
more reasonably priced

and a heck of a lot easier

to come by than a chunk



of plutonium.



The Next Best Thing
To Genetic Mutation.





Defeat all the enemy ninjas and continue left until you reach the phone booths. Ask Adam for clues here.



Stand on top of the plaque after you've defeated all the ninjas, and ask Adam for a hint. He may give you clues leading to the family treasures.

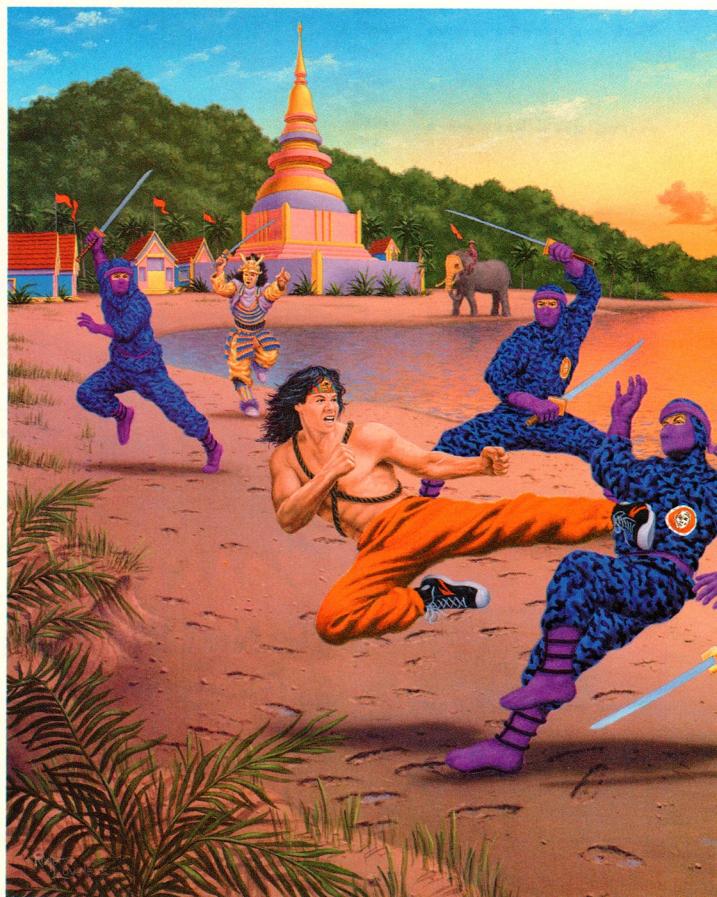


To beat the enemy ninjas here, move to the right and jump off the ledge to the next full statue. Ask Adam for a hint.

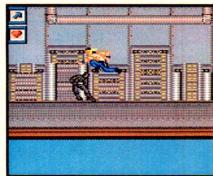


Your only defense against Colonel Chi's gun is the Weapon of Kwantsu.

SURF NINJAS™



W E L C O
M E T O T
H E N E X
T L E V E L



Find this secret level and look for power-ups, special weapons, an extra life, and gold coins. You also might find a shortcut to finishing the level.



Based on the movie of the same name, *Surf Ninjas* is perhaps the most intense, action-packed martial arts game ever. See into the future. Fight ninja death squads. Liberate your South Pacific homeland from the evil Colonel Chi. Gnarly.



 NEW LINE CINEMA

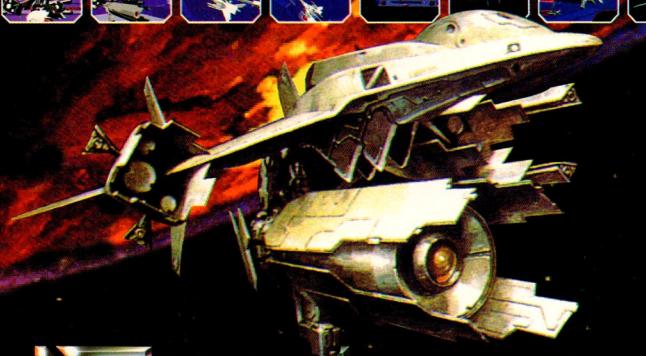
and Game Gear are trademarks of SEGA. Surf Ninjas TM & © 1993 New Line Productions, Inc. All rights reserved. © 1993 SEGA, 3335 Arden Road, Hayward, CA 94545. All rights reserved.

SEGA

SEGA



©1993 GAME ARTS

FACT FILE**SILPHEED****MANUFACTURER****SEGA****# OF PLAYERS****1****DIFFICULTY****HARD****AVAILABLE****SEPTEMBER****CARTRIDGE SIZE****CD-ROM****NUMBER OF LEVELS****11+****THEME****SHOOTER****% COMPLETE****100%**

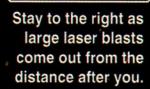
SILPHEED

Enter the simulated virtual world of Silpheed, the hottest shooter to hit the home video game scene since the much heralded StarFox. For gamers waiting for a reason to buy a Sega CD and those who already own one, this is one game not to be missed.

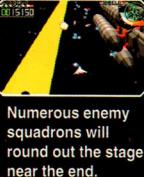
The standout feature of this super shooter of shooters is the incredible polygon graphics. The long cinematics and scenes during the game move smoothly

STAGE ONE

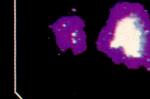
There is an early barrage of giant missiles targeted toward you.



Stay to the right as large laser blasts come out from the distance after you.



Numerous enemy squadrons will round out the stage near the end.

**BOSS****BOSS**

182 Electronic Gaming Monthly

**BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS****BOSS**



ARM THE SA-77 SLPHEED WEAPONS SYSTEM

Between every stage, a screen will appear that will let you choose the type of weapons to carry onboard the SA-77. Different enemies will attack, so the weapons you carry onboard will depend on the types of enemies in that stage.



SPECIFICATIONS

Max wingspan	20.16 m
Wing area	112.48 m ²
Length	20.08 m
Height	11.16 m
Crew	1
Gross weight	59,300 kg
Empty weight	32,050 kg
Combat weight	48,500 kg
Max mission	3.78 AU
Maneuverability range	5.67 x 10 ⁴ km.

WEAPONS SYSTEM

MAIN	OPTIONS
Forward Beam	Bonus Points 1
Graviton Bomb	Repair 1
Wide Beam	Bonus Points 2
E.M. Defense	Repair 2
Phalanx Beam	Smart Bomb
Photon Torpedo	Repair 3
Auto-Aiming	Destroy Asteroids
Anti-Matter	Full Shield

ICONS

Various items can be of help especially when you are faced with the many enemies that fly across the screen.

	Bonus Points 1
	Repair 1
	Bonus Points 2
	Repair 2
	Smart Bomb
	Repair 3
	Destroy Asteroids
	Full Shield
	Continue
	Invincible

THE GOOD

The full-motion polygon graphics are a total mind trip to watch. Sit back and enjoy the show!

THE BAD

The full-motion polygon graphics don't do anything. It's sort of like digital wallpaper.

THE UGLY

The music tracks sound like they came from a Godzilla flick.

STAGE FOUR



You'll need a lot of shots to take this guy down in the beginning.



The ground will split open to reveal a multi-tiered cyber world below.



BOSS

25.6

STAGE FIVE



You'll get to meet some old Boss friends who show up as Mid-Bosses.



Heavy fire from squadron fighters will start off this warp speed level.



Enemy squadrons will teleport nearby for a surprise ambush attack.

STAGE SIX



Whoa! Look out for that huge laser gun on the port side of the battlecruisers.



Fancy flying is needed here in order to avoid the enemy laser blasts.



The meteors seem to get bigger. It doesn't get any easier from here.



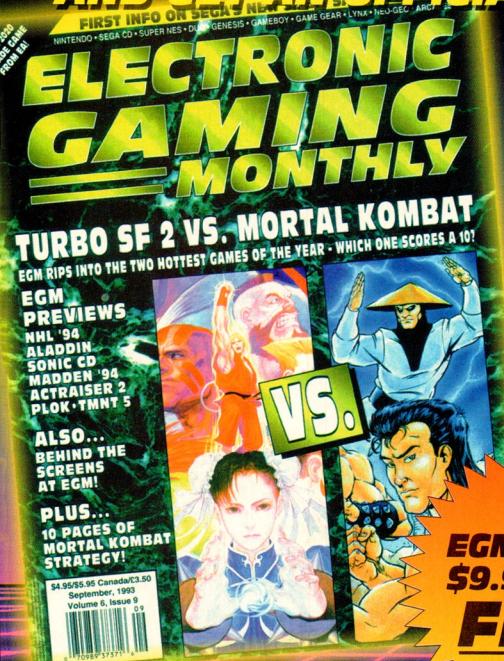
BOSS

01.5

LIMITED
TIME OFFER!
ACT NOW!

SUBSCRIBE TO EGM

AND GET AN OFFICIAL EGM T-SHIRT FREE!



Each big full-color issue of EGM is packed with In-Your-Face information and exclusive coverage of the hottest video game action you can find.

EGM is the only mag loaded with special pull-out strategy guides, killer maps, and super secrets that will send your scores soaring!

You'll find all this and more only in the biggest and best video game magazine! Be the first to get every action-packed page delivered to your door by subscribing today!

**EGM T-SHIRT
\$9.95 VALUE
FREE!**

BECOME A VIDEO GAME V.I.P. & GET YOUR EGM T-SHIRT FREE!

Get 12 issues of EGM plus a collector's T-shirt for only \$27.95!
Send payment to: EGM, P.O. Box 7524, Red Oak, IA 51591-0524

Name _____

Address _____

City _____

State _____ ZIP _____

Payment Enclosed Bill Me

Credit Card Orders:

VISA MC

Card No. _____

Exp. Date _____

Signature _____

T-Shirt Size: Small (FAM 16) Large (HAS16)

For Faster Service, Call Toll-Free:
1-800-444-2884



**LOOK LIKE A PRO!
SUBSCRIBE TO EGM!**

Make check or money order payable to Sendai Publishing Group, Inc. Canada and Mexico add \$10.00. All foreign subscriptions via air mail only \$100.00. Any/all checks or money orders must be payable in U.S. funds, and must be drawn on an American bank (American Express money order, Citibank money order, or any other type of check or money order that would go through a U.S. branch bank). All foreign orders must be prepaid. Please allow 4-6 weeks for your first issue.

T-SHIRT WITH PAID ORDERS ONLY.



ELECTRONIC GAMING MONTHLY & ELECTRONIC ARTS PLUG INTO THE HOTTEST 3DO CONTEST EVER!

**ENTER
TODAY!**
WIN BIG WITH
EGM AND EA!

The most technologically advanced game system to appear in years!

**ELECTRONIC
GAMING
MONTHLY**

HOW TO ENTER:

Correctly complete the entry form, then mail to:

3DO CONTEST (EGM)
1920 Highland Avenue, Suite 222
Lombard, IL 60148

CONTEST PRIZES!

1 GRAND PRIZE:

- 3DO Game System
- All 3DO Games that EA produces in the next year!
(10-12 games)

1 FIRST PRIZES:

- 3DO Game System
- Four 3DO Games from EA

1 SECOND PRIZES:

- 3DO Game System
- John Madden Football 3DO Game from EA



ELECTRONIC ARTS®

3DO™

CONTEST ENTRY FORM

Name _____

Address _____

City, State _____

Zip Code _____

Phone (____) _____

Contest Rules: All entries must be received by December 1, 1993. EGM or Electronic Arts are not liable for lost or misdirected mail. One entry per person. No purchase necessary to enter. A random drawing of eligible entries will be conducted to award the prizes, and the winners will be notified by January 1, 1994. Prizes are non-transferable. Prizes are non-transferable. All rights reserved. Void where prohibited or restricted by law. All Federal, State and local laws and regulations apply. Employees of Senda Publishing Group, Inc. or Electronic Arts and their affiliates are ineligible to enter. Electronic Arts and Senda Publishing Group, Inc. reserve the right to cancel this promotion at any time with appropriate notice. Winner's names, likeness and prize information may be used by Electronic Arts or Senda Publishing Group, Inc. for any promotional or advertising purposes without further compensation. 3DO is a trademark of the 3DO Company.

RECEIVE \$40⁰⁰
UP TO
40⁰⁰
Per Game
(When selling us your games)

NINTENDO GAMES

We Pay You We Sell Used We Pay You We Sell Used

10 Yard Fight	\$1-\$5	Breakdown	\$1 - \$7	Dare Devil	\$10 - \$20	Gum Shoe	\$1	Lit Ninja Bros	\$10 - \$20	Palamedes	\$1 - \$5	Tecmo Baseball 2	\$1 - \$10	Wildjet	\$16 - \$39
1942	8 - 16	Bubble Bobble	1 - 8	Cave Story	10 - 20	Cave Story	\$10	City Hunter	4 - 16	Coastal Restaurant	\$1 - \$5	Tecmo Super Bowl	\$1 - \$10	Wild Gunman	\$2 - 12
1943	8 - 16	Bubble Bobble 2 [*]	2 - 22	Double Dragon	2 - 10	Goons	3	26. L.A. Noire	4 - 19	Coastal Restaurant	\$1 - \$5	Tecmo Super Bowl 2	\$1 - \$10	Wish Lose Draw	1 - 10
720	1 - 5	Bucky O Hare	10 - 30	Double Dragon 3	3 - 16	Gyruss	3	10. Lode Runner	1 - 12	Papercopy 2	10 - 20	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
8 Eyes	1 - 5	Bugs Bry Day	10 - 26	Double Driller	2 - 7	Hannum Harry*	22 - 39	16. Lone Ranger	8 - 25	Saints Row	14 - 40	Tecmo NBA Bk3d	26 - 44	Winter Games	1 - 5
Attack	1 - 5	Bugs Bry Day	10 - 26	Double Driller	2 - 7	Hannum Harry*	22 - 39	17. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo NBA Bk3d	26 - 44	Winter Games	1 - 5
Ace Hard	22 - 39	Bump & Jump	3 - 14	Dr Chaos	2 - 8	Hannum Harry*	22 - 39	18. Shadow Gitterbox	2 - 28	Shadow Ninja	3 - 13	Tendo Wld Wngt	3 - 19	Wizardry	10 - 19
Addams Family	12 - 30	Burai Fighter	1 - 8	Dekky/Hyde	1	Hannum Harry*	22 - 39	19. Show Lo	2 - 28	Shardhand	1 - 15	Tendo Wld Wngt	3 - 19	Wizardry	10 - 40
Adv. Bally	1 - 5	Burgertime	12 - 30	Douglas Drag	2 - 10	Hannum Harry*	22 - 39	20. Show Lo	2 - 28	Shingon Ruler	1 - 15	TMT 2	4 - 18	Wiz & Warr	1 - 5
Adv. Dino Ris	8 - 16	Buzz Bomber	22 - 39	Douglas Drag	2 - 10	Hannum Harry*	22 - 39	21. Show Lo	2 - 28	Saints Row	14 - 40	TMT 3	16 - 35	Wiz & Warr	3 - 19
Adv. Island	10 - 24	Cabal	3 - 10	Dragon Fighter	6 - 16	High Speed	14	10. Lode Runner	1 - 12	Papercopy 2	10 - 20	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Adv. Island 2	12 - 36	Capcom Palace	1 - 22	Dragon Power	5 - 15	Hilfisar	14	11. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Adv. Is. 2	12 - 36	Capcom Palace	1 - 22	Dragon Power	5 - 15	Hilfisar	14	12. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Adv. Of Lolo	10 - 20	Caprais	26 - 49	Dragon War	1 - 5	Hog Alley	3 - 9	13. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Adv. Of Lolo 2	10 - 24	Caprais	26 - 49	Dragon War	1 - 5	Hog Alley	3 - 9	14. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Adv. T.S. Tower	1 - 5	Capt. Comic	16 - 30	Dragon War 2	4 - 12	Hollywood Squids	4 - 28	15. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
After Burner	4 - 14	Cape Skysky	5 - 15	Dragons Lair	20 - 26	Hoook	1	16. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Air Fortress	1 - 5	Carnes Solider	14 - 30	Dragon Strike	12 - 20	Hopps	3	17. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Aladdin Ring*	3 - 9	Carnes Solider	14 - 30	Dragon Strike	12 - 20	Hopps	3	18. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Alif	1 - 5	Carnes Solider	14 - 30	Dragon Strike	12 - 20	Hopps	3	19. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
All Unseen	3 - 8	Carnes Solider	14 - 30	Dragon Strike	12 - 20	Hopps	3	20. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Alpha Mission	1 - 5	Carnes Solider	14 - 30	Dragon Strike	12 - 20	Hopps	3	21. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Amiga Gladiators	1 - 5	Castlevania	2 - 22	Catwoman	1 - 8	Hopps	3	22. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Amiga Gladiators	1 - 5	Castlevania	2 - 22	Catwoman	1 - 8	Hopps	3	23. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Amiga Rivals	1 - 5	Castlevania	2 - 22	Catwoman	1 - 8	Hopps	3	24. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Archon	1 - 5	Cat's Dragon	1 - 14	Cave Story	1 - 8	Hopps	3	25. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Arkanoid Game	12 - 35	Champ Bowling	8 - 24	Exodus	20 - 26	Hunt Red Oct	4 - 14	26. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Arkansas King	12 - 34	Chessmaster	1 - 22	F.I. Hero	14 - 20	Hydrilla	1 - 30	27. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Asterix	1 - 5	Chips Chali	22 - 39	City 15 Wars	12 - 20	Infiltrator	1 - 16	28. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Asterix Syndrome	1 - 5	Chips Chali	22 - 39	City 15 Wars	12 - 20	Infiltrator	1 - 16	29. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Athenic World	6 - 16	Castle Dragon	1 - 8	Diamond Diamond	4 - 16	Ice Hockey	12 - 20	30. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Attack Killers	3 - 16	Castlevania	1 - 12	Family Feed	1 - 12	Iron Swoon	19 - 36	31. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Attack Killers Ton	3 - 16	Castlevania	1 - 12	Family Feed	1 - 12	Iron Swoon	19 - 36	32. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Baby Bomber	1 - 5	Catwoman	2 - 22	Catwoman	1 - 8	Jaws	1 - 16	33. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Bad Future	1 - 5	Catwoman	2 - 22	Catwoman	1 - 8	Jaws	1 - 16	34. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Bad Future 2	1 - 5	Catwoman	2 - 22	Catwoman	1 - 8	Jaws	1 - 16	35. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Bad Dudes	1 - 5	Cobra Command	1 - 8	Ferrari GP	1 - 8	Jaws	1 - 16	36. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Bad News Baby	8 - 19	Cobra Triangle	1 - 7	Fester's Quest	1 - 7	Jaws	1 - 16	37. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Bad Sh. Bally	1 - 5	Code Viper	1 - 8	Fighting Golf	1 - 8	Jaws	1 - 16	38. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Bald Knob Fight	3 - 8	Commodore 64	22 - 39	Dragon Dash	1 - 16	Jewel Thief	1 - 16	39. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Bald Knobs China	18 - 34	Commodore 64	22 - 39	Dragon Dash	1 - 16	Jewel Thief	1 - 16	40. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	41. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	42. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	43. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	44. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	45. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	46. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	47. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	48. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	49. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	50. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	51. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	52. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	53. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	54. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	55. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	56. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	57. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	58. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	59. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	60. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	61. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	62. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	63. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	64. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	65. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	66. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	67. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	68. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	69. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	70. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	71. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	72. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	73. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	74. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	75. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	76. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5	Chubby Chero	1 - 5	Fight Eagle	16 - 24	Kickass	1 - 16	77. Perfect Fit	8 - 25	Saints Row	14 - 40	Tecmo City Soccer	16 - 39	Win Lose Draw	1 - 10
Banana World	1 - 5</td														

NINTENDO

STAR TREK THE NEXT GENERATION

Climb aboard the U.S.S. Enterprise and take command of the most awesome ship in the galaxy!

As one of an elite group of cadets, you have been chosen to take part in some of the toughest holodeck training missions in Starfleet. Five of the ship's senior officers are poised and ready for any orders you have for them. Each crew member has a specialty and you must know how to use them in certain situations.

Before a mission, consult with Capt. Jean-Luc Picard, Instructor Emeritus. He will brief you on missions from saving colonists, to transporting cargo, to attacking Ferengi and Romulan ships. How you go about the missions is up to you.

Missions are timed, so you must pace yourself through them. Now boldly go where no one has gone before!



FACT FILE

**STAR TREK
THE NEXT GENERATION**

MANUFACTURER	# OF PLAYERS
ABSOLUTE	1
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
1 MEG	20
THEME	% COMPLETE
SIMULATION	100%

THE GOOD

There are many different missions related to the *Star Trek* series. Trekkies will totally dig this.

THE BAD

This is a cool concept that would have benefited from 8 more Bits.

THE UGLY

The Captain's log. No it's not a toilet shot, it's just a pain executing complicating commands.

CREW MEMBERS OF THE U.S.S. ENTERPRISE



Lt. Worf

Tactical Systems Control

DUTIES: Mans the U.S.S. Enterprise's defensive and offensive systems.



Lt. Cmdr. Data

Operations Control

DUTIES: Maintains control over navigational and informational functions.



Lt. Cmdr. La Forge

Engineering Systems Control

DUTIES: Heads Engineering division. Performs repair work and power allocation.



Chief O'Brien

Transporter Systems Control

DUTIES: Supervises the U.S.S. Enterprise's transporter systems.



Cmdr. Riker

Mission Control

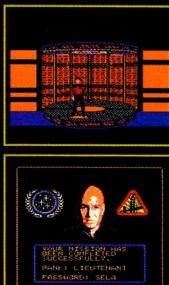
DUTIES: Gives a recap of Capt. Picard's original orders and Stardate.



HOLODECK TRAINING MISSIONS



At the beginning of the mission, Captain Picard will give you details of the upcoming mission. Good Luck!



NUTS & VOLTS



LICENSED BY
Nintendo



SUPER NINTENDO

ENTERTAINMENT SYSTEM

FRANKY AND BITSY ARE TAKING A VACATION FROM THEIR TRANSYLVANIA CASTLE. BUT BITSY FORGOT TO GET A PASSPORT! OUR SPARE PARTS HERO CAME UP WITH A PLAN, THOUGH. HE DISMANTLED BITSY, PACKAGED UP HER PARTS, AND MAILED THEM TO THEIR VACATION DESTINATION - NEW YORK CITY.

THE COMBINATION OF FRANKY'S LACK OF BRAIN CELLS AND THE INCOMPETENCE OF THE TRANSYLVANIAN POSTAL SERVICE HAS SCATTERED BITSY ACROSS THE GLOBE.

FRANKY MUST NOW EMBARK ON A GLOBAL JOURNEY TO RETRIEVE THE MISSING PARCELS AND RESTORE BITSY TO HIS SIDE.

FEATURES

8 MEG

20 HUGE LEVELS

1 OR 2 PLAYER

NOV. 1993



Also available for the
NINTENDO
ENTERTAINMENT
SYSTEM™



Franky thought only knights were supposed to fight dragons!



Move too slow and you'll be shocked at what you see!



Don't get excited! They're only flying skulls.



Nintendo®, Super NES™, Nintendo Entertainment System®, and Super Nintendo Entertainment System® are trademarks of Nintendo of America, Inc. © 1993 Nintendo of America, Inc. DTM is a trademark of DTM Inc., Reg. U.S. Pat. & Tm. Off. "The Adventures of Dr. Franken"™ and Motivetime™ are trademarks of Motivetime Ltd. All characters, audio, visuals and concepts are © 1993, Motivetime Ltd. Elite™ is a registered trademark of Elite Systems Ltd. © 1984, 1993 Elite Systems Ltd. Licensed by Elite Systems Ltd. All rights reserved. DTM Inc. • 370 Convention Way, Suite 202 • Redwood City, CA 94063

PLAYERS A AND WIRE APPROACH EXTREME CAUTION...

TWO WIRELESS CONTROLLERS AND INFRARED RECEIVER

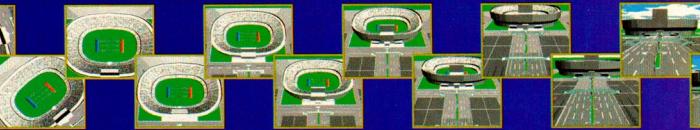
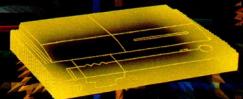
- INDEPENDENT 2-SPEED TURBO FOR ALL BUTTONS.
- SLOW MOTION & AUTO-FIRE.
- AUTO BATTERY SHUT-OFF.
- ACCURATE UP TO 25 FEET.
- HEAD-TO-HEAD CAPABILITY.
- FOR SEGA GENESIS™ AND SUPER NES®

ARE ARMED LESS! WITH



Acclaim® & Dual Turbo™ are trademarks of Acclaim Entertainment, Inc. © 1993 Acclaim Entertainment, Inc. All rights reserved. Nintendo, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc. Sega and Genesis are trademarks of Sega Enterprises, Ltd. Dual Turbo Remote System for SNES® and Genesis® sold separately.

ACCLAIM
ENTERTAINMENT, INC.

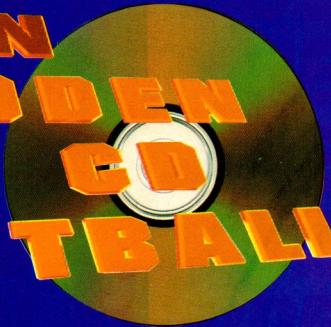
DUO

John Madden fans, stand up and cheer! The popular football video game has now reached every video system and has moved onto the Duo.

Football vidjots can play any of the 28 football teams or pick from the best football teams of all time. You can even play with the Madden Greats consisting of the best players to ever grace the game. When you're ready to hit the field, you can access a huge library of offensive and defensive plays. Each has the potential to score six points or stop a play cold.

The coolest new feature is the digitized, full-motion video of the referee making a call. An occasional ball measurement will pop up when the refs aren't sure whether the offense has traveled ten yards. Other great options are field types like grass or turf in an open or dome stadium. You can even choose the weather conditions. Imagine playing in snow in Miami!

JOHN MADDEN DUO CD FOOTBALL



PLAY WITH ALL 28 PRO FOOTBALL TEAMS

ATLANTA	DETROIT	MINNESOTA	PHOENIX
BUFFALO	GREEN BAY	NEW ENGLAND	PITTSBURGH
CHICAGO	HOUSTON	NEW JERSEY	SAN DIEGO
CINCINNATI	INDIANAPOLIS	NEW ORLEANS	SAN FRANCISCO
CLEVELAND	KANSAS CITY	NEW YORK	SEATTLE
DALLAS	LOS ANGELES	OAKLAND	TAMPA BAY
DENVER	MIAMI	PHILADELPHIA	WASHINGTON

AND THE ALL-TIME GREATEST TEAMS

ALL MADDEN	CHICAGO '85	OAKLAND '76
MADDEN GREATS	DALLAS '77	PITTSBURGH '78
DALLAS '93	MIAMI '72	SAN FRANCISCO '84
BUFFALO '93	NEW YORK '86	WASHINGTON '82

MANY PLAYING OPTIONS ARE AVAILABLE

- REGULAR SEASON
- PRACTICE
- SUDDEN DEATH
- NEW PLAYOFFS
- NEW ALL-TIME GREATS

- Play an entire regular season with your favorite team.
- Practice various offensive and defensive plays.
- Play for all the marbles. First one to score wins!
- The best 16 teams play for the championship crown.
- The game's greatest teams play to see who's the best.

THE PLAYOFFS

If your team is good enough to plow through the 16-game season, you will be participating in the playoffs for the football championship. Play against the best teams of the season or the best teams of all time.



THE GOOD

A good gridiron battle with some slick digitized intermissions.

THE BAD

The fact that the high point is the new intermissions.

THE UGLY

It's nowhere near as good as the Madden Football game that came out a year ago.



PICK A PLAYING FIELD

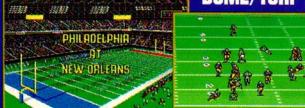
OPEN/GRASS



OPEN/TURF



DOME/TURF



PICK A PLAY, ANY PLAY

OFFENSE

NORMAL

HANDS

FAST

BIG

FIELD GOAL

PUNT

DEFENSE

4-3

3-4

NICKEL

DIME

SPECIAL TEAMS

GOAL LINE

SOME OFFENSIVE PLAYS



PASS

Fade back in the pocket, fire the football down field, and make the reception!

RUN

Grind it out on the ground and run through the interior defense for the TD!



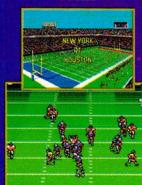
FIELD GOAL

Use the meters to adjust power and direction to score the extra point to the TD.

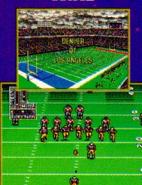


WEATHER CONDITIONS

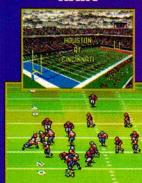
FAIR



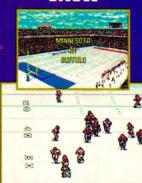
WIND



RAIN



SNOW



THE COIN TOSS: HEADS OR TAILS



Before the game, the captain of each team meets at the 50 yard line for the coin toss.

KICK OR RECEIVE?

The captain who wins the coin toss is awarded the choice to either receive the ball or to kick it to the opposing team.

HOME OR VISITOR?

The captain who loses the coin toss has the choice to either defend the home goal or the visitor goal.

CALLS ARE MADE BY A FULL-MOTION REFEREE

DELAY OF GAME

FIRST DOWN

NO GOOD

OFFSIDES

SAFETY

TOUCHBACK

TOUCHDOWN

TIME OUT

INSTANT REPLAY



Press the Select button and you can review the last play. Fast forward, rewind, or pause during the sequence. Cameras can follow any man on the field.

SOME DEFENSIVE PLAYS

TACKLE

Burst through the offensive line and bring the ball carrier down to the ground!



DIVE

Diving toward the one with the ball can often save you some ground.



PUNT BLOCK

When you're close to the punter, put your hands up and make the block!



SUPER NES BUYER'S GUIDE

EXCLUSIVELY DESIGNED FOR SUPER NES PLAYERS!!!

Now there is a magazine made exclusively for owners of the hottest, most powerful Nintendo video game system ever made, the Super NES! Here is a magazine with all of the latest information, unbiased multi-person game reviews, and spectacular maps and tips, so incredible that only the editors of *Electronic Gaming Monthly* could put it all together! Turn to the Super NES Buyer's Guide for the first and best info on the Super NES and its games! In each bi-monthly issue, you will find pages and pages packed with the most detailed full-color coverage on everything for your favorite 16-Bit machine! With an exclusive focus on the best and worst the Super NES has to offer, this Buyer's Guide is the one magazine you can trust to get the most out of your Super NES System!



MEGA PLAY

THE #1 ALL-SEGA VIDEO GAME MAGAZINE

Finally, a magazine made exclusively for owners of the Genesis, Sega CD, and Game Gear! Introducing *Mega Play*, the first full-color publication with all the tips, tricks, reviews, and previews a Sega fan could ever want! Each bi-monthly issue is packed with behind the scenes info and photo-spreads of the latest 8-Bit and 16-Bit sensations. And since it is from the editors of EGM, you know *Mega Play* is a magazine you can trust! To get the most out of your Sega system, you NEED *Mega Play*!

START MY SUBSCRIPTION NOW!

TURBO FORCE
NOW DUOFORCE!

DuoForce offers the most complete look at the new Duo and Duo soft games! DuoForce has all the latest information, the hottest games, and the inside tract on the next generation of video game systems—the Duo Super-CD! Are you ready for the power of the Duo? If so, DuoForce is the magazine for you!

NAME _____
ADDRESS _____
CITY _____ STATE _____ ZIP _____

Check magazine choice:

SUPER NES BUYER'S GUIDE-\$19.95 MEGA PLAY-\$19.95 DUOFORCE-\$9.95

Method of payment

Payment enclosed Bill me
 Credit card orders: VISA MC

Card no. _____

Expiration date _____

Signature _____

Please include \$19.95 for your subscription to Super Nes Buyer's Guide or *Mega Play*, or \$9.95 for *DuoForce* and mail to:

Sendai Publishing, P. O. Box 7535, Red Oak, IA 51591-0535

For faster Service, Call toll-free: **1-800-444-2884**

Make check or money order payable to Sendai Publishing Group, Inc. Canada and Mexico add \$10.00. All foreign purchases add \$20.00. Any/all checks or money orders must be payable in U.S. funds, and must be drawn on an American bank. American Express money order, Citibank money order, or any other type of check or money order that would go through in U.S. branch bank; All foreign orders must be prepaid. Please allow 4-6 weeks for your first issue. Bi-monthly issues will be mailed thereafter.

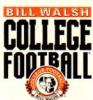
Now if you screw up,
at least you got teammates to blame.



Our new 4 Way Play™ adapter for Sega™ Genesis™ changes everything. Instead of 1 on 1 or 2 against the computer, now you can also play 2 on 1. 2 on 2. 3 on 1. Or 4 against the computer. Which makes the EA Sports™ Tournament Series games 4 times better than anything you've ever played.



IF IT'S IN THE GAME, IT'S IN THE GAME.™



4 Way Play™, EA Sports™, Bill Walsh College Football™, and If it's in the game, it's in the game™ are trademarks of Electronic Arts. Sega™ and Genesis™ are trademarks of Sega Enterprises Ltd. NHLPA, National Hockey League Players' Association and the logo of the NHLPA are registered trademarks of the NHLPA and are used, under license, by Electronic Arts. NHL and the logo of the NHL are trademarks of the NHL and are used, under license, by Electronic Arts. NFL logo is a registered trademark of the NFL.

GAMEBOY

We're Back!

A DINOSAUR'S STORY

Back from the past is the incredible age of Dinosaurs! Hence, tons of prehistoric pounding games and movies. This title is based on a soon-to-be-released animated movie. You are in control of the lead dinosaur that is battling against the evil Professor Screweyes (love that name) who has captured your buddies! But to aid you on your journey, you are given a Brain Bran Cereal that makes your intelligence skyrocket. Now you have the smarts to take out the evil Prof once and for all!

The game is set up in a run and jump action title. You have the ability to chuck cereal boxes, bowling balls, and other nifty little trinkets at your enemies—the dino-henchmen of Professor Screweyes. There are secrets in all the levels that lead to many different power-ups like skateboards, spring boards, and other cool items. This one should definitely please any fan of the upcoming animated movie!



FACT FILE

WE'RE BACK

MANUFACTURER	# OF PLAYERS
HI-TECH	1 OR 2
DIFFICULTY	AVAILABLE
EASY	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	15+
THEME	% COMPLETE
ACTION	80%

THE GOOD

This game's only high point is that it will appeal to movie fans. That's pretty much it.

THE BAD

It's just a standard action game with standard control, standard visuals and standard game play.

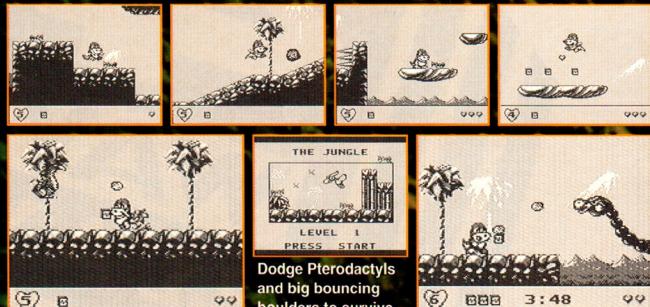
THE UGLY

You play a dinosaur who became smart by eating some "Brain Bran" Cereal. News to me!

INTELLIGENT DINOSAUR MOVES TO LEARN!



TRAVERSE THE TERRORS OF THE JUNGLE!



Dodge Pterodactyls and big bouncing boulders to survive.

THE CRYSTAL CAVES ARE FILLED WITH TRAPS!



Secrets, bats, and ankylosaurs roam these systems!

ENTER THE FRIGHTFUL CASTLE DUNGEONS!



Enter the dungeon of the castle, where pitfalls and giant dinosaurs combine to form a truly terrible terror!

WELCOME TO THE JUNGLE



Lester's not a bad kid, he just seems to end up in a lot of awkward situations. This time he's been stranded on a jungle island being taken over by pirates. With your help he should be able to make it back home.

The only problem is Lester's personality. His survival instincts are a little weak. Plus, he always panics the first time he meets a new challenge.

Just don't panic along with him...

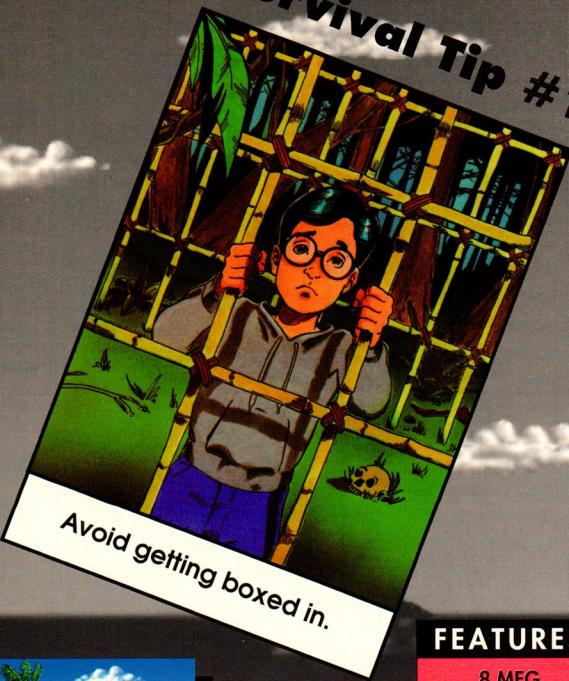


Guide Lester wisely and he might just come through in the clutch.



Who wouldn't panic at the sight of a mutant seagull?

Survival Tip #1



FEATURES

8 MEG

CHARACTER PERSONALITY

ROTOSCOPED ANIMATION

FALL 1993

Nintendo®

DTMC is a Registered Trademark of DTMC Inc. Reg. U.S. Pat. & T.M. Off.
Lester the Unlikely is a trademark of DTMC. Lester the Unlikely developed by Visual Concepts.
Nintendo®, Super NES™ and Super Nintendo Entertainment System™ are trademarks of
Nintendo of America. ©1993 Nintendo of America Inc.

DTMC Inc. • 370 Convention Way, Suite 202 • Redwood City, CA 94063



THE ULTIMATE TRADING CARD MAGAZINE

THE NEW NAME IN NON-SPORTS GUIDES...

From the editors of HERO Illustrated, the magazine that rocked the comics world, comes CARDS Illustrated - the only monthly magazine and price guide to exclusively cover non-sports cards in explosive color throughout!

Every issue of CARDS Illustrated packs in the hottest commentary, the latest insider info, and a comprehensive price listing that's second to none!

Plus, CARDS Illustrated is the ONLY place you can get special HERO Trading Card Sets, featuring nine-card collections of the hottest non-sports cards around! Each issue comes packed with three cards out of each set, as well as other primo and HERO Master-foil premiums you won't find anywhere else!

Loaded with full-color from cover to cover, CARDS Illustrated gives non-sports fans the best from HERO and then throws in more! Don't miss your chance to get in on the action, and receive some of the hottest cards ever created, this November!

**COLLECT
ALL 19
HERO
CARDS
PACKED
WITH
ISSUE #1!**

ISSUE #1 INCLUDES:

TWO SPECTACULAR 9-CARD SETS!

CARDS ILLUSTRATED delivers the goods by offering two EXCLUSIVE sets, including SHADOWHAWK and SANDMAN cards you won't find anywhere else!

SCORCHING SHADOWHAWK FOIL COVER!

Jim Valentino's SHADOWHAWK explodes onto the cover of issue #1 with a foil-enhanced design so incredible it could only come from HERO!

SCRATCH-AND-WIN GAME CARD!

HERO readers can now win some of the hottest non-sports card sets of all time, including the original MARS ATTACKS collection and other top picks!

INTERACTIVE NON-SPORTS PRICE GUIDE!

HERO continues to redefine price guides with the most interactive and accurate non-sports listings available! Everything you've come to expect from HERO!



INE FROM THE CREATORS OF HERO!

CARDS

ILLUSTRATED

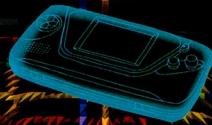
**ALL CARDS!
ALL COLOR!
ALL HERO!**



Clive Barker



GAME GEAR



Return to the Gulf to take care of the enemy forces standing in the way of freedom. You must control the Super Apache attack chopper behind enemy lines, and use your weaponry to neutralize the tyrannical and nuclear threat. Relive Operation Desert Storm anywhere you want with this intense Game Gear cartridge.

Visually, this game is just like the Genesis version, with very little lost. All the missions are here. By using the password, you can continue where you left off at any time. If you like strategic war action, check out this game.

HELPFUL ITEMS



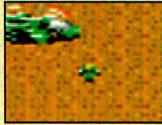
AMMUNITION

Pick this item up with your winch to obtain more missiles to launch at your foes.



FUEL

If your chopper is running on fumes, grab this icon to fill up your fuel supply.



M.I.A. SOLDIER

This guy is stuck behind enemy lines. Pick him up and bring him back home.

DESERT STRIKE RETURN TO THE GULF

FACT FILE

DESERT STRIKE

MANUFACTURER	# OF PLAYERS
DOMARK	1
DIFFICULTY	AVAILABLE
HARD	OCTOBER
CARTRIDGE SIZE	NUMBER OF LEVELS
2 MEG	27
THEME	% COMPLETE
ACTION	90%

YOUR CO-PILOT



This guy'll stay frosty under fire, but his aim's not too good when shooting.

SURVEILLANCE MAP



DESERT STRIKE

THE STRATEGIC TARGETS

ENEMY BASE

The base of enemy operations. Bomb it to accomplish your missions.



POWER STATION

Blow up this place to stop the flow of energy to the enemy outposts.



POWER LINES

Not a necessary target, but blow them away anyhow. It helps neutralize enemies.



RADAR DISH

Cut off the enemy's ability to track us from the air. One major mission goal.



AIRSTRIP

Gain air superiority by single-handedly wiping out the enemy airfields!



THE GOOD

Aerial combat at its finest. It's a great feeling to know that you are killing for a reason.

THE BAD

Accidentally wiping out the little M.I.A.s who are out in the field. They're small and hard to see.

THE UGLY

Flying head-on into an entire spread of missiles aimed right at your cockpit. Kibbles 'n' Bits galore!

G&G/Captron Stores

Screamers

Sega Genesis

Capcom



Street Fighter II Championship Edition



Sega Genesis

Sega



Namco



Genesis

Electronic Arts 4-Way Play



Genesis

Now four players can compete at the same time!
Great EA 4-Way Play Products:



Bill Walsh College Football

General Chaos

MADDEN NFL '94 (Coming Nov. 19 '93)

And More!

Capcom



Super NES

Super Ghouls 'N Ghosts



Sega



Namco



Genesis

Electronic Arts 4-Way Play



Genesis

Now four players can compete at the same time!
Great EA 4-Way Play Products:



Bill Walsh College Football

General Chaos

MADDEN NFL '94 (Coming Nov. 19 '93)

And More!

Super NES

ELECTRO BRAIN



Super NES

Tradewest



Super NES

Acclaim

PREPARE YOURSELF!



MORTAL KOMBAT

MORTAL MONDAY

September 1993

Available for Sega GENESIS, Nintendo Super Famicom, and Super Nintendo.

For The
Sega
Genesis
And
Nintendo's
Super NES

G&G/Captron Stores Near You

G&G/CAPTRON
STORES

Arizona

Phoenix (602) 478-1122

Tucson (602) 292-0440

Northern California

San Francisco (510) 447-5003

San Rafael (510) 944-0402

Woodland (916) 661-0512

San Jose (408) 233-6048

Folsom (916) 673-1474

Sacramento (916) 997-2545

San Mateo (415) 370-2293

San Rafael (415) 472-8237

Suisun City (407) 256-2456

Stockton (209) 954-2050

Fairfield (707) 428-0432

Howeard (510) 783-9238

Cupertino (408) 446-0842

Southern California

National City (619) 267-2345

West Hills (818) 981-2222

Culver City (310) 598-4590

Huntington Beach (714) 895-4490

Lakewood (310) 489-2240

Compton (310) 892-4117

Montclair (909) 626-4664

Northridge (818) 855-6774

Cerritos (619) 729-5562

City of Industry (626) 851-2117

San Ysidro (619) 690-2355

Colorado

Boulder (303) 449-0872

Lakewood (303) 936-3361

Connecticut

Waterford (203) 445-7443

Georgia

Duluth (404) 633-4179

Illinois

Miles (708) 390-8155

Lincolnwood (708) 877-1773

Maryland

Bethesda (301) 469-0007

Massachusetts

N. Attleborough (508) 442-1411

Kingston (508) 223-5200

Swansboro (508) 675-2115

New Jersey

Burlington (609) 387-8283

Woodbridge (908) 855-1717

New York

Niagara Falls (716) 282-8528

New York (716) 732-1340

North Dakota

Grand Forks (701) 772-7965

Minot (701) 852-4727

Texas

Friendwood (713) 484-1435

El Paso (713) 773-2375

Irving (713) 261-5555

McAllen (713) 630-2837

Laredo (713) 734-0443

Ft. Worth (817) 738-6776

McAllen (713) 738-3866

Hollister (713) 425-3300

Houston (713) 271-9628

(713) 894-6220

Houston (713) 271-9628

(713) 894-6220

Virginia

Arlington (703) 522-8066

Wisconsin

Greenbush (414) 421-7172

Knowledgeable Gaming Staff In Every Store

Free Pro-Tips and Back Door Information

Free Game Trial

Wall-To-Wall Slammin' Titles

Super Specials Every Week

**G&G/Captron
Save \$3
On Any Title In This Ad
(Software only)**

?

Why Rent When
You Can Try Games
For Free



Coupon expires 10/31/93. Not valid with any other offer.
One coupon per title.

Or Call
1-800-262-7462

GAME GEAR



COOL ICONS

**POTION**

Fills your life meter.

**BIG DOT**

250 bonus points.

**I-UP**

Extra dude!

**TIMER**

Adds time to clock.

**RED DOT**

Collect to free friends.

**UNCOLA**

Extra continue.

COOL BONUS STAGES

Grab the letters that spell U-N-C-O-L-A in the bonus stage so you can continue.



FACT FILE

COOL SPOT

MANUFACTURER**VIRGIN****# OF PLAYERS****1****DIFFICULTY****MODERATE****AVAILABLE****NOVEMBER****CARTRIDGE SIZE****4 MEG****NUMBER OF LEVELS****10+****THEME****ACTION****% COMPLETE****95%**

THE GOOD

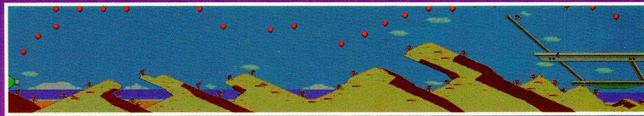
One of the best Game Gear games ever created. The graphics and game play are second to none.

THE BAD

Important play elements (like Spot's life meter) get lost in some of the backgrounds.

THE UGLY

Hey crabs, what's with the polka dot boxers?



Bring a lot of tanning lotion for this day at the beach. It's gonna be a long stroll.

STAGE 1: SHELL SHOCK

This is no fun day at the beach for Spot, especially when snapping crabs, dragonflies, and hermit crabs await your every move. Spot must also take advantage of the balloons to collect more dots.



STAGE 2: PIER PRESSURE

Watch out for frightening fish and crabs as you plunge through the nastiest of docks.



STAGE 3: OFF DA WALL

Work your way through pipes, nails, spiders, and mice with an attitude.

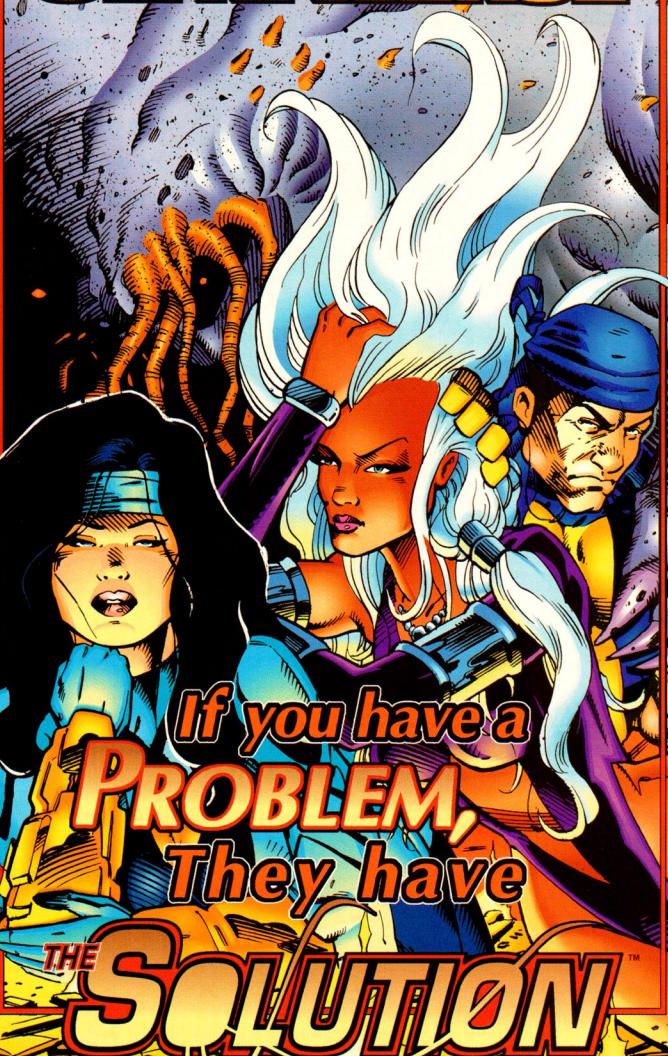


Spot's buddies are missing and it's up to you to find them. Cool Spot comes to Game Gear in a very cool way.

This translation is a carbon copy of the Genesis version, losing very little in the graphics and animation department. This cool dude has to fight his way through various levels, using his eight-way directional firing suds. Spot also has to use his jumping abilities to help complete his mission.

COOL SPOT

ULTRAVÉRSE™



James Hudnall
John Lowe • Chris Wozniak

SEPTEMBER 93

ULTRAVÉRSE™ and THE SOLUTION™ are trademarks of Malibu Comics Entertainment, Inc. All rights reserved. Content rating: 12+ © 1993 Malibu Comics Entertainment, Inc. All rights reserved.

GOLD Street Fighter™ Comic Book Special!

Special gold editions of the first three issues of

STREET FIGHTER the comic book are being created just for you the readers.

Only 18,000 copies of the first issue, 12,500 of the second issue and 10,000 copies of the third issue are being made available.

All three will be \$15.00 each, and purchasers of the 1st gold issue will have first shot at issues #2 and #3.



An ad for issue #3 will run next month.

Also as a special bonus the first 5,000 purchasers of each issue will have first shot on a special offer that won't be announced to the general public until near the end of the year.

SPECIAL NOTE:

We only have about a 60 day supply left of the first issue.

Send checks to Platinum Editions/*Street Fighter*
P.O. Box 250999, Glendale, CA. 91225-0999
Make All Checks Payable To: Platinum Editions

* Please send me ___ copy(s) of *STREET FIGHTER* Gold #1 at \$15.00 each + ** shipping and handling

* Also, please send me ___ copy(s) of the regular edition *STREET FIGHTER* #1 comic book at \$2.95 + ** shipping and handling

METHOD OF PAYMENT:

CHECK MONEY ORDER
 VISA MASTER CARD

Credit Card Account Number: _____ Expiration Date: _____

Name: _____
Address: _____
City: _____
State: _____
Zip Code: _____ Phone #: _____

Signature: _____

* I understand the orders are available on a first come first serve basis and my money will be refunded if the issues sell out. I also understand that applies to the regular copies as well.

** Shipping and handling costs are #3.50 per order no matter how many copies are ordered. All orders will be sent via UPS insured to ensure delivery.

• Do not cut this coupon out...it will ruin your book...make a photocopy •

Finally...

The Comic Book We Almost Couldn't Publish!

**Street Fighter™, the comic book series
has the following approximate on sale dates:**

**Street Fighter™ #1 will be at comic shops on September 2, 1993
(Newsstand copies will be available 1-3 weeks later)**

**Street Fighter™ #2 will be at comic shops on October 5, 1993
(Newsstand copies will be available 1-3 weeks later)**

**Street Fighter™ #3 will be at comic shops on November 2, 1993
(Newsstand copies will be available 1-3 weeks later)**

(Note: Comic Shops and newsstand copies are printed at the same time, however most comic shops will get their copies via AIR shipment and newsstand and convenience stores ship via TRUCK freight.)

**Due to its high level of violence and mature themes,
these issues are not recommended for the weak of heart.**

(Collectors Please Note: The publishers will fill first orders only, and will not go back to press once retailers receive their first shipment of each issue, that's it!)

**Capcom is limiting the on sale time of these comics and will
not allow them to be re-published. This will be your only
chance to get the issues complete and uncensored.**

**Fewer than 500,000 copies of each issue will be published at \$2.95.
Consider this: There will be fewer copies of the comic than of the video game!**

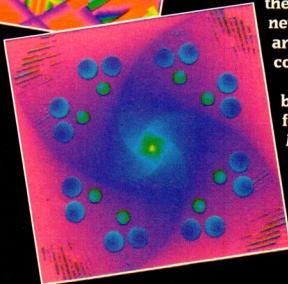
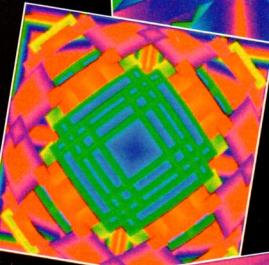
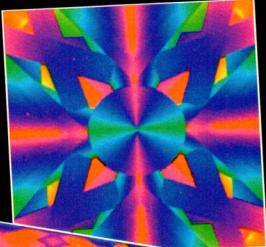
Reserve your copy from your local retailer now!

**For a list of comic shops in your area, check the yellow pages
under comic books or books and magazines.**

LIFESTYLES

THE POP

A Video Kaleidoscope



For those of you who get nothing but aggravation from your TV set by losing at Mario Bros. for the umpteenth time, this new video from Miramar may provide some relief.

Entitled *Dazzle*, the video is a kaleidoscope of brilliant, ever-changing computer graphic images set to a "best of" music compilation by John Series.

Even if you think the concept is weird, consider that some critics believe this is the beginning of a new art form—an art form that is in constant flux.

While there may be a lot of potential for Seattle-based Miramar in this "art form," we just think the video is cool to look at and listen to after an intense game of Street Fighter.

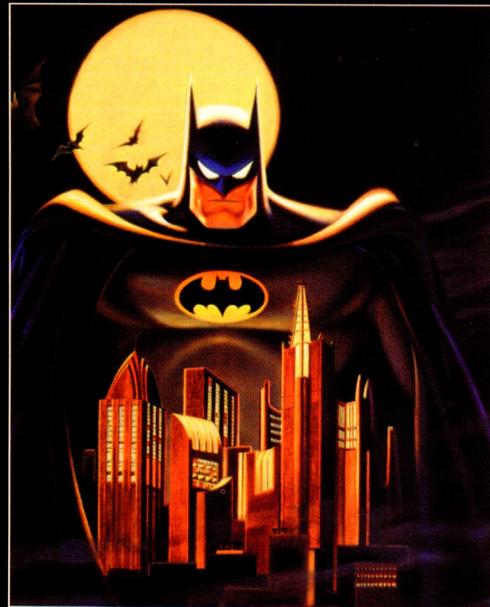
BS & more!

Mmmm, Good!

According to a story in the September 14th *Weekly World News*, a mermaid mummy was found near Portland, Oregon. Although it was old and brittle, a local fisherman said the creatures actually taste like chicken.

Flying high or just plane high?

Top Gun 2 is in the early stages of development at Tom Cruise's jointly owned production company. After going from a plane in the original *Top Gun*, to a car in *Days of Thunder*, Cruise had to be talked out of using hot-air balloons for the sequel.



Batman's Beat Goes On

If you just can't get enough of Batman, the Joker, and the rest of the Gotham-gang in the stylistic *Batman: The Animated Series*, a new adaptation of the Dark Knight is on the way.

Set for a late 1993, early 1994 launch, a new novel by Geary Gravel will follow the adventures of the Caped Crusader. *Duel To The Death* will be published by Bantam and carry a cover price of \$4.99.

The storyline follows the evolution of District

Attorney Harvey Dent, who started out as a good man dedicated to ridding Gotham of crime. But an explosion left him horribly disfigured, one half of his face perfectly normal, the other a grinning, leering mask of pure evil.

Using the name Two-Face, he has vowed vengeance on the crime lord who destroyed his life, even if he has to start his own reign of terror to achieve his nefarious ends, even if he must kill Batman and Robin.

CULTURE SOURCE FOR EGM READERS

Apple Launches Newton

Better is smaller. At least that's the axiom when it comes to technology. With the debut of Apple's Newton MessagePad, personal calendars and post-it notes may go the way of the dinosaurs.

With the tablet-sized Newton, you can take notes, make a quick sketch, format letters, send a FAX, receive pages and messages, tap into on-line services, cook a six-course meal, or perform a minor surgery (whoops, nix those last two).

Besides its versatility, the Newton is almost as easy to use as a pencil and paper. It recognizes your handwritten notes and transforms them into typed text. Or, you can type words using an on-screen keyboard. Even if your

handwriting looks more like chicken scratch than John Hancock's signature, the Newton will adapt to your handwriting style. If you always put a loop in your "q," Newton will learn to look for that.

According to Apple officials, the Newton marks only the beginning of a new personal communications boom. Officials envision a world where MessagePads come in assorted sizes. Smaller ones will remain attached

to phones for fax purposes while others will be fixtures in cars as automated maps and navigation aids.

Even though these visions are only a few years off, we



think it's more fun to imagine what a Newton could do for you now.

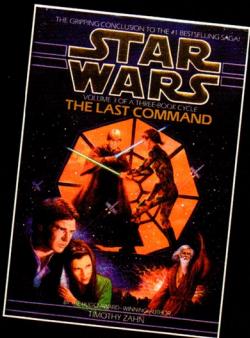
How useful would it be during that killer 5-page math test with all those story problems?

Star Wars lives on and on and on...

Any serious fan of the Star Wars saga knows the story didn't end with the Ewok triumph in *Return of the Jedi*.

The third book of the Star Wars trilogy written by Timothy Zahn, is set five years after the events in the *Return of the Jedi* film.

With the death of the Emperor and the destruction of his second Death Star, the Rebel Alliance was victorious, pushing scattered remnants of the Empire to the farthest reaches of the galaxy. Luke Skywalker has become a full-fledged Jedi Knight, and Han Solo and Princess Leia are expecting twins. But all is not safe for their new republic or our heroes as the Empire rushes to resur-



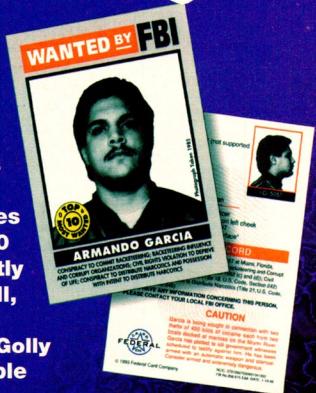
rect its terrible cloning technology, hidden away since the Clone Wars.

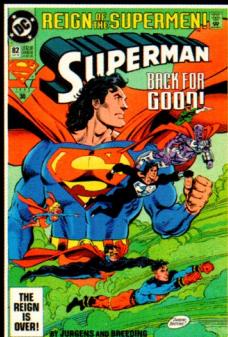
Based on the success of the three Zahn novels, Bantam Spectra has 12 more novels planned, including two trilogies and six stand-alone novels.

It's just wrong...

"Psst! I'll trade you an attempted murderer for a narcotics distributor."

That might be something you hear when two collectors of *Wanted by the FBI* trading cards get together. Produced by the Federal Card Company, the series contains 100 cards, including 80 cards featuring fugitives currently sought by the FBI. But best of all, there is a randomly inserted foil stamped J. Edgar Hoover card. Golly gee, that's probably more valuable than a Babe Ruth rookie card.





Sights and Sounds from the San Diego ComiCon

From the spandex-clad comic characters to the infrequently insightful panel discussions, there was something for everyone at the 1993 San Diego ComiCon. EGM was there to cover the year's biggest comic convention.

Viva' the Man of Steel

Superman fans no longer have to mourn the temporary loss of their favorite hero. DC Comics disclosed that the original Man of Steel is returning with a vengeance.

After months of guessing who the real Man Of Steel might be out of a pack of four claiming to be the man; including a possible clone who refuses to be called Superboy, a construction worker in a suit of armor called The Man Of Steel, a creepy cyborg called The Man Of Tomorrow, and a grim and gritty vigilante called The Last Son Of Krypton, it ended up being none of them. The real article came back after a brief convalescence to do battle with the turncoat Superman cyborg and an outer space despotic invader named Mongol.

The other Supermen, Green Lantern and Hal Jordan, aided our hero to save the world from sure destruction. That's what Supes does best—save worlds from destruction.

Wetworks Back on Track

While Portacio's long awaited *Wetworks* title is back on track and scheduled for a Christmas release.

With the first two books of the introductory trilogy finished, Portacio is wrapping up the third one before releasing any of them.

Portacio's decision is in response to the recent Image Comics shake-up, when a number of creators had their books axed after failing to follow through and meet deadlines.

Portacio is returning after a long, self-imposed hiatus, but if the previews are any indication, *Wetworks* will definitely be worth the wait.

The Simpsons Coming in Comics

Bart Simpson and the rest of Matt Groening's gang are set to appear in their own

line of books under the Bongo Comics banner.

The first two issues, *Simpsons Comics* and *Itchy & Scratchy Comics*, will hit comic shops nationwide on Monday, November 20, and will be followed by two superhero titles including *Bartman* and *Radioactive Man* on December 13.

Valiant Vision Really Works

In an industry where gimmicks are more of a rule than an exception, Valiant has actually come up with an intriguing new twist.

The entire October issue of *Solar, Man of the Atom* #29 is being designed to take full advantage of Valiant's new Valiant Vision glasses. The book appears normal without the glasses, but once the readers dons a pair of the glasses, colors literally jump off the page.

The best thing about this setup is that, unlike conventionally cheesy 3-D effects, you don't need the glasses to read the comics.

This month in HERO ILLUSTRATED

In commemoration of their fateful donnybrook, HERO is pulling out all the stops. In addition to the original Bane artwork from Kelly Jones for HERO #4, HERO will also be releas-

ing its first ever special edition.

Devoted entirely to Batman, this comprehensive issue also comes with an original Kelly Jones cover of, who else?



RoboCop 3 Set to Blow-Torch the Competition

As Orion Pictures prepares for the release of *RoboCop 3* on November 5, be prepared for a somewhat kinder, gentler cyborg.

Orion recognized that some of *RoboCop*'s biggest fans were kids, and for the third installment of the series, they have curtailed some of the graphic violence that characterized the first two pics.

But contrary to popular belief, less violence doesn't necessarily mean less entertainment. What the new *RoboCop* lacks in steel-fist-to-the-skull fury, he makes up for in cool, new weapons enhancements including a flame thrower and the ability to fly.

RoboCop 3 stars Robert

(played by Remy Ryan), the 10-year-old girl who works with the rebels and *RoboCop*.

Burke believes Ryan's character was important in bringing out *RoboCop*'s humanity. "The action between *RoboCop* and Nikko is quite spontaneous and natural in its evolution," he says. "She has a tremendous sense of family and is not distracted by society, big corporations, or OCP directives. She's just looking for her

family so she can go home. And at the root of everything, so is *RoboCop*. Here he is, this man in a machine, laden down with all these electronics and firepower—and what does he keep thinking of? His wife and child and the home he once had."

Coupling a more humanistic edge with the latest in special effects technology, *RoboCop 3* is the first feature film to use the technique known as morphing extensively (morphing has previously been used in a few television commercials). Morphing was integrated into a sequence involving *RoboCop*'s memories of his former life as Officer Murphy and in another scene featuring OCP's infamous Delta City.



Burke (previously played by Peter Weller), taking over the title role and Nancy Allen, reprising her role as Anne Lewis. The screenplay by comics guru Frank Miller and Fred Dekker is based on a story by Miller and on characters created by Edwards Neumeier and Michael Miner.

A key to the film's distinct style is its strong cast of supporting characters, particularly that of Nikko



•OCP - Omni Consumer Products Corporation, the corporate giant that essentially controls old Detroit.

•ED 209 - OCP's ultimate enforcement droid and perhaps *RoboCop*'s arch rival. This robot operates without a human host and therefore is indiscriminate in its destruction.

•Delta City - the ultimate goal of OCP. A completely encapsulated city not unlike a feudal manor that dotted the landscape in Medieval Europe.

•Splatterpunks - Vicious youth gangs who prey on the homeless families of Old Detroit.



This photo shows a new addition to the *RoboCop* saga—children. *RoboCop 3* is set for a nationwide debut November 5.

EGM MARKETPLACE

GAME STUFF



Huge Selection
Great Service
Latest Releases
Low Prices



BUY/SELL/NEW/USED JAPANESE & AMERICAN GAMES

Free UPS Ground Shipping
(\$50 Min. Order, 2 Game Limit)

HYPER STREETFIGHTER
MORTAL KOMBAT
AVAILABLE NOW!!!

CAME STUFF
2327 S. Garfield Ave
MONTEREY PARK, CA 91754
(213) 724-5733

C.O.D. Orders Welcome

Same Day Shipping*
*Subject to Availability
Send for a Free Catalog

Call for Specials



MASCO ENTERPRISES WORLD OF GAMES

"Largest Selection of Video Games"

SUPER NINTENDO • SEGA GENESIS • GAME BOY • GAME GEAR • NEO GEO • TURBO GRAPHIC-DUO



Low
Price
Guarantee
If you
find it
cheaper
just bring this current AD.
Competitor must have item in stock.



Genesis with Sonic 2



Game Gear Sports Pack



Sega CD

The Largest Video Games Speciality Stores

Wholesale • Retail • Mail Order • Used Games

For Wholesale Inq.

17421 Pioneer Blvd.
Artesia, Ca 90701
Tel: 310-860-9696

Fax: 310-924-5300/310-924-6240

Retail Store #1

17421 Pioneer Blvd.
Artesia, Ca 90701
Tel: 310-865-0408

Store #2

215 S. State College
Anaheim, Ca 92806
Tel: 714-776-1640

Store #3
17358 Ross Plaza, Colima Rd.
Rowland Heights, Ca 91745
Tel: 818-965-5001

Sega and Sega Genesis are registered trade marks of Sega of America.

THE GAME FACTORY

VIDEO GAME SUPER STORE

LOWEST PRICES - NEW RELEASES - LARGEST SELECTION

SUPER NINTENDO
ENTERTAINMENT SYSTEM

NEO GEO

SEGA GENESIS

TOP GEAR
WORLD CUP SOCCER
CHMP LEAGUE SOCCER**
T2: JUDGEMENT DAY
MORTAL KOMBAT
ALIEN VS PREDATOR RENT 2PK
COOL SPOT
YOUNG MERLIN
FALSE PROPHET
P.T.O.
BRAHM STOKER'S DRACULA
BATTLE BLAZE
CLAYMATES
MICKEY'S PUZZLER
ASTERIX/GAUL**
DENNIS THE MENACE
FAMILY FEUD**
GENGIUS KHAN 2
HOOFES OF THUNDER
HYPER V-BALL
JURASSIC PARK
LOCK ON**
MIGHT & MAGIC III
MONDAY NIGHT FOOTBALL
MR. NUTZ
PUTTY
RELINE FI RACER
SENGOKU
SPORTS ILLUSTRATED
THE 7TH SAGA**
UNTOUCHABLES
WIZARD OF OZ
WORLD HEROS**
F-1 POLE POSITION**
ROBO COP VS TERMINATOR
ARCUS ODYSSEY

BIO METAL
BIOMETAL RENT 2PK
DAFFY DUCK
DREAM PROBE
AGASSI TENNIS
TIME SUP**
SYLVANIA
T2 ARCADE
TIME TRAX**
HOME IMPROVEMENT
TERN & BURN
BARBIE
LETTERS & NUMBERS
SESAME STREET
WE'RE BACK
EEK THE CAT
ESPN FOOTBALL
G2
ITCHY & SCRATCHY**
NBA JAM**
OPERATION ALIEN**
PINK PANTHER/HOLLYWOOD
ROCKY MNT SPORTS
SOLO FLIGHT**
SUPER R-TYPE**
TOTAL GARNAGE**
MAGA MAN X
SUPER CHASE HQ
AMERICAN TAIL
KABOOM
SUPERMAN
TIME KILLERS**
POWER LEAGUE BASEBALL
STEVEN SEAGAL
SUPER EMPIRE STRIKES BACK**

(818) 572-2411
For Order Only Please Call
1-800-449-GAME

SUPER NINTENDO SUPER SET 129.99
SUPER NINTENDO CONTROL SET 89.99
SUPER ADVANTAGE 44.99
SUPER NINTENDO GAME GENIE 54.99
SUPER PRO ACTION REPLAY 54.99
NINTENDO CHALLENGE SET 89.99
GAME BOY SET 74.99
SUPER NINTENDO PAD 14.99
SEGA GENESIS W/ SONIC 1 119.99
SEGA CORE SYSTEM 89.99
SEGA GAMEGEAR CORE SYSTEM 99.99
SEGA GAMEGEAR W/ SONIC 1 119.99
FIRE STICK SINGLE 79.99
FIRE STICK DOUBLE 179.99
FIRE STICK SINGLE TURBO 96.99
FIRE STICK DOUBLE TURBO 205.99
NEO GEO 499.99
PRO PLAY JOY STICK 34.99

We Carry Full Line of 3DO Games and Hardware.
RETURN TO ZORK
MAD DOG MCCREE
JOHN MADDEN FOOTBALL
PGA GOLF TOUR
ROAD RASH (THE BLOOD OF THE COURIERS)
SHOCK WAVE
TWISTED (THE SITCOM OF GAME SHOWS)
WORLDBUILDERS  SUPER FAMICOM
OCEANS BELOW
STAR TREK (THE NEXT GENERATION)

WE CARRY:

- FULL LINE OF GAME GEAR GAME BOY,
TURBO 16, LYNX, NINTENDO, SEGA CD.
- FULL LINE OF JAPANESE GAMES.
- SUPER FAMICOM, PC-ENGINE, NEO-GEO

Visit our new arcade
factory store and play
all new arcade machines
860 East Valley Blvd.
San Gabriel, CA 91776
818-572-2416

WE BUY 
YOUR USED GAMES & SYSTEMS

STORE HOURS: MON-SAT: 11-8 • SUN: 12-7
OPEN 7 DAYS

THE GAME FACTORY
860 E. Valley Blvd.
San Gabriel, CA 91776
(818) 572-2411
FAX (818) 572-0797

COD

VISA

MasterCard

PC
Engine

MEGA
CD

MEGA
DRIVE

Dealers & Wholesalers Call
(818) 572-2414 or
Star Video 310-841-0999

and Salem Software 310-820-7007

AERO THE ACROBAT
ART OF FIGHTING
INT'L TOUR TENNIS **
JAGUAR X120
JOURNEY HOME
LESTER THE UNLIKELY
LORD OF RINGS
NEL OTTRACK CLUB **
EQUINOX
ALI'S HEAVYWEIGHT BOXING
METAL MASTERS
MIGHT & MAGIC 2
SUPER TROLL LAND
PITFALL HARRY
RIVER RAID
SUPER BATTLETANK 2
WCW SUPERBRAWL
AIR BORNE RANGER **
BEAUTY & THE BEAST
BEETHOVEN
CLIFFHANGER **
ESPN BASEBALL
EYE OF BEHOLDER
HERO FIGHTER **
INSPECTOR GADGET
LAST ACTION HERO
LOST MISSION **
LUFA **
NOBUHAGA'S AMBITION
PRO SPORTS HOCKEY **
SECRET OF MANA
SUPER NOVA **
DISNEY'S ALADDIN
CRASH TEST DUMMIES
FLASH BACK **
INCREDIBLE HULK
LAWNMOOWER MAN
RABBIT RAMPAGE **
BRAHM STOKER'S DRACULA
MORTAL COMBAT
SHINOBI 3
SON OF CHUCK
STREET FIGHTER CHMP ED
AERO THE ACROBAT
WOLF CHILD
RACE DRIVIN'
BUBBLE & SQUEAK
DARK WIZARD (CD)
DASHIN DESPERADES
FATE OF ATLANTIS (CD)**
HOOFES OF THUNDER
MILITANT FIGHTER **
RANGER X **
ROCKET KNIGHT
STREET FIGHTER II CHMP ED. **
WWF RACE IN THE CAGE (CD)
WWF ROYAL RUMBLE **
KEEPER OF THE GATE
ROBO COP/TERMINATOR
DUNE II

SPEEDWAY PRO CHALLENGE
ZOMBIS ATE MY NEIGHBORS **
CLIFFHANGER **
AH-3 FIREHAWK (CD) **
AMERICAN MUSCLE CARS
BABII **
DISNEY'S ALADDIN **
DUNGEON MASTER (CD)
EURO RACERS
GUNSHIP **
• JOE & MAC
LAND STALKER **
NFL QTRBACK CLUB **
ROCKY & BULLWINKLE
SCOTK **
SYLVESTER & TWEDDY
TECHNO CPZ 2/FINAL MISSION
TON & JERRY
OUT OF THIS WORLD (CD)
ROAD RIOT
CRASH TEST DUMMIES
ESPN BASEBALL (CD) **
ESPN BASEBALL **
GENGHIS KHAN II
GOOFY
HI-TECH AIRCRAFT (CD)
LAST ACTION HERO (CD) **
MICKEY'S ULTIMATE CHUNG **
PINK PANTHER **
SHANGHAI II
TIME TRAX
WHEEL OF FORTUNE (CD) **
BELLE'S QUEST
CLIFFHANGER (CD) **
INCREDIBLE HULK **
JEOPARDY **
ROAR OF THE BEAST
TIME TRAX **
DESERT DEMOLITION **
ESPN FOOTBALL (CD) **
ESPN FOOTBALL **
HIGH SEAS HAVOC
ITCHY & SCRATCHY
LAST ACTION HERO **
MORTAL KOMBAT (CD)
NBA JAM SESSION
NICEL MANSELL RACING
REBEL ASSAULT (CD)
SUPER BATTLETANK 2 (CD)
TIME KILLERS **
TOE JAM & EARL 2 **
WINTER OLYMPICS **
CHESSMASTER
TOTAL GARNAGE **
OPERATION: ALIEN
BEETHOVEN **
MICKEY'S EDUTAINMENT **
WE'RE BACK **
STEVEN SEAGAL **

FAST OVER NIGHT DELIVERY AVAILABLE

THE GAME FACTORY

6320 Laurel Canyon Blvd.
North Hollywood, CA 91606

Tel: (818) 766-2368 Fax: (818) 766-8652

GAME DUDE

The Largest Selection Of Games Anywhere!



We Buy And Sell Used & New Games!

Call For Games Not On List

Prices change daily. Please call to verify the current prices, before buying or selling games! Items sent to us that are not in good working condition will be returned to you at your expense.

Nintendo Genesis Genesis Super NES Super NES Turbo Grafx Game Gear

TITLE	BUYSELL	Adv Of Willy B. (CD)	13/34	Marble Madness	20/39	Addam's Family	18/39	NFL Football	22/43	Air Zonk	14/30	Aliens 3	14/27
Addams Family	20/34	AeroBiz	28/44	M. Lemieux Hockey	17/34	AeroBiz	33/47	NHLPA Hockey '93	16/34	Bomberman '93	22/37	Arch Rivals	15/27
Adventure Island 2	15/30	After Burner III	20/36	Master Of Monsters	20/38	Alien 3	23/43	On The Ball	33/47	Chase H.O.	18/36	Barthums Returns	13/26
Adventure Island 3	17/34	Agassi Tennis	18/32	Might & Magic	16/32	Amazing Tennis	22/40	PGA Tour Golf	19/34	Cotton Picker (CD)	19/33	Chessmaster	12/28
Arkanoid	16/32	Aladdin 3	18/32	Monopoly	20/38	Pony & Ryker	18/41	American Gladiators	17/34	Dragon Slayer (GCD)	17/30	Eye Of Illusion	13/25
Barcode Stars II	16/32	Academy Tennis	28/41	Ms. Pacman	17/32	Prayer	23/44	Power Master	17/38	Power Master(SCD)15/21	15/21	Lamency	13/25
Batman 2	12/34	American Gladiators	19/36	Mutant League P/Ball	18/35	Axelay	22/44	Prince Of Persia	18/36	Exile (CD)	15/29	Magical Matl Route	13/26
Batman Returns	14/32	Arch Rivals	23/39	NA/B All Star Chal.	17/34	B.O.B.	19/40	PushOver	32/47	Falcon	13/32	Olympic Gold	12/24
Bat 52	17/34	Axis Odyssey	20/49	NHLPA Hockey 93	15/35	Battle Grand Prix	21/42	Race Drivin	24/42	Fighting Street (CD)	18/34	Paperboy	14/28
Best Of Best Karate	17/34	Arriet - Little Mermaid	12/32	Night Trap (CD)	16/32	Battletoads	24/42	Raiden	18/36	Forgotten World(SCD)	19/29	Predator 2	14/28
Big Blue Hide / Speak	16/32	Archie Kid	23/38	Out Of This World	20/41	Battle Kart	22/44	Reptar	17/34	Ice Age (CD)	15/33	Simone's Persia	13/26
Big Morin	16/32	Battle Toads	18/35	OutRun	16/38	Blastrunner	27/49	Riot Pilot 4WD	24/42	JB Muncie Club (CD)	16/32	Simpsons: Mutants	14/25
Bucky O'Hare	16/32	Blaster Master II	18/35	OutRun 2019	16/32	Brawl Brothers	27/44	Roc Raid P/Ball	20/38	Loon (Super CD)	20/36	Stolzino Poker	12/24
Caesar's Palace	18/32	Block Out	16/32	OutRun 2019	16/32	Bubsy	18/39	Rocky & Bullwinkle	17/34	Lords Thunder (SCD)	20/38	Steel Cage Chal.	13/27
Captain America	16/32	Bubsy	21/41	Paperboy 2	17/34	Cacaona King	19/40	Roccaon's 3 Kings	22/49	Lord Tomy	14/25	Terminator	13/25
Chessmaster	18/38	Bulls vs. Blazers	13/38	PGU Tour Golf II	18/35	Cacong Games II	19/36	Roulette	20/44	Riot Zone (Super CD)	20/36	World Class Golf	12/24
Contra Force	16/32	Camelot	19/38	NA/B Super Mario	17/35	Cahill's Baseball	18/35	Roulette	20/44	Royal Prince (SCD)	18/36	World Cup Soccer	13/26
Cross Damocles	17/34	Champ Bowling	15/35	Capcom's Super Mario	17/35	Carolina Panthers	15/36	Roulette	20/44	Royal Prince (SCD)	18/36	Lynx	
Dragon Warrior II	16/32	Chase HO II	17/34	Prince Of Persia(CD)	20/37	Captain Noland	17/34	Shadow Run	20/44	Riot Zone (Super CD)	20/36	Awesome Golf	13/28
Dragon Warrior III	22/44	Chester Cheetah	17/34	Pro Action Replay	26/41	Castlevania IV	15/36	Shanghai II	15/38	Primus (SCD)	19/34	Baseball Heroes	13/24
Dragon Warrior IV	23/49	Clue	20/35	Rampart	26/44	Chessmaster	22/42	Sim City	14/34	Riot Zone (Super CD)	19/34	Crashin' Zone	13/26
Family Feud	14/29	Comps	20/38	Rebel	16/32	Chester Cheetah	18/40	Sim City	14/34	Shadow Beast (SCD)	15/34	Crystal Mines II	14/28
Faria	16/32	Contra Spec	19/35	Rebel	16/32	Cheat Rock	22/44	Simmons' Nightmare	18/39	Shogun Warriors	16/32	Deathball	13/24
Felix The Cat	14/29	Crue Ball	16/32	Rebel Avenger (CD)	15/32	Clue	24/40	Skings Game	23/39	Smash Bros	16/32	Golf	13/28
Ghost Hunt	16/32	Cyborg Justice	20/39	Road Blasters	20/38	Combatbraries	25/43	Smart Ball	26/45	Smash Earth (SCD)	15/34	Heroes	13/24
Goat Two	17/34	Deadly Moves	18/34	Road Rash II	26/42	Congos Caper	17/34	Sonic Blast Man	20/39	Soldier Blade	17/39	House	13/24
Godzilla 2	14/29	Devilish	16/32	Rolling Thunder 2	14/32	Contra III	20/39	Soul Blazer	25/45	Star Wars (Super CD)	19/34	Ice	13/24
Golf Power	15/35	Dick Tracy	17/34	Role To The Rescue	15/30	Cool World	19/34	Space MegaForce	23/42	Vasteel	17/34	King	10/25
Impossible Mission II	15/30	Dinner	20/38	Robot Police 2	20/38	Cobra 2000	17/34	Spacey's Quest	24/42	World Sports Comp.	17/33	Kong	11/25
I. Jones Last Crusade	15/30	Double Dragon 3	18/36	Rebel Shaver (CD)	20/38	Spacey's Quest	25/43	Springin' Worlds	21/42	Y's Book II (CD)	17/34	MacPacman	13/26
Jetsons	16/32	Dragon's Fury	17/34	Shadow Beast II	16/32	Desert Strike	18/41	Star Fox	22/44	NFL Football	13/26	Pinball Jambalaya	14/28
Jurassic Park	17/30	E.A. Hockey	27/43	S. Holmes II (CD)	18/35	Dino City	18/34	Street Combat	23/44	Power Factor	15/30	Power Factor	11/22
Krusty's Fun House	15/30	Ecco The Dolphin(CD)18/35	Shining Force	25/45	Doomsday Warrior	26/41	Street Fighter II	12/35	Test Drive 2	6/10/39	Qix	11/22	
Last Starfighter	15/30	Evo	20/38	Shining In Darkness	17/34	Dragon's Lair	16/35	Street Fighter II	35/65	Top Gun	10/25	Top Gun	11/22
Last Starfighter	15/30	Famicom	15/35	Simon's Quest	16/32	Dragon's Lair	16/35	Street Fighter II	35/65	Top Gun	10/25	Top Gun	11/22
Legends	16/32	Ferrari Grand Prix	16/32	Smartie	15/35	Duke Nukem	26/51	Super Baseball	23/45	Art Of Fighting	6/10/29	Shangha	14/28
Mario Is Missing	18/35	Fighting Masters	20/39	Space Invaders II	9/45	EVOC	24/47	Super Batter Up	26/49	Baseball Stars Pro	15/69	Steel Talons	10/23
Megaman 5	17/34	Final Fight (CD)	25/39	Speedball 2	15/45	F1 RAC	25/45	Super Black Bass	24/48	Baseball Stars 2	70/119	Switch Blade II	12/24
Might & Magic	19/38	Flashback	17/41	Starlight	16/32	Family Dog	21/42	Super Bowling	27/45	Blue's Journey	15/49	World Class Fussball	13/26
MS. Pacman	20/35	Flicky	20/39	Street Fighter II	16/40	Fatal Fury	14/37	Super Buster Bros.	27/45	Bubble Bobble	16/38	Game Boy	
Noobnugas Amb. II	25/45	Footloose	20/39	Sub-Zero	16/32	Space Invaders II	18/40	Super Gator	27/45	Bubble Bobble	16/38	Game Boy	
Pacmania	20/35	Foreman's KO Boxing	16/32	Sumo Riders	23/38	Space Invaders II	18/40	Super Mario Kart	16/38	Bubble Bobble	16/38	Game Boy	
Palamedes	15/30	G-Loc	18/36	Super Hydride	16/32	First Sumo Master	22/43	Super Ninja Boy	24/42	Eight Man	30/69	Asteroids	12/24
Pools of Radiance	17/34	Galaxres	19/38	Super Monaco GP	17/34	Gemfire	22/44	Slipper Shot	21/42	Fatty Fury	9/10/55	Barbie	12/24
Puzznic	18/34	Great Waldo Search	20/36	Super Monaco GP II	18/36	Gun Force	20/38	Smart Soccer	21/39	Footloose	45/89	Big Mouthy	12/24
Qix	14/34	Hard Ball III	18/39	Super Smash T.V.	17/34	Harley's Adventure	21/39	Soccer Champ	26/48	Footloose	45/89	Brainiac	12/24
Rainbow Islands	16/32	Hanabi	18/39	Space Invaders II	17/34	Home Alone 2	18/39	Smash Bros	21/42	Footloose	45/89	Braveheart	12/24
RC Pro Am II	16/32	Hit The Ice	24/45	Star Of Vermillion	14/35	Home Alone 2	13/34	Smash Bros	21/42	Footloose	45/89	Braveheart	12/24
Romance 3 Kings	16/32	Home Alone	17/34	Horror	15/35	Hook	15/35	Smash Bros	21/42	Footloose	45/89	Braveheart	12/24
Romance 3 Kings II	20/39	Imortal	16/32	Task Force Harrier	20/36	Inrindo	16/32	Smash Bros	21/42	Footloose	45/89	Braveheart	12/24
S. Street ABC & D	22/40	INXOS (CD)	15/30	Tecmo Cup Soccer	23/38	Jack Nicklaus Golf	18/39	Smash Bros	21/42	Footloose	45/89	Braveheart	12/24
Simpson-Radiactive	15/30	Jack Nicklaus Golf	17/39	Tecmo Cup Soccer	18/39	Jamie Bond Jr.	18/39	Smash Bros	21/42	Footloose	45/89	Braveheart	12/24
Show Brothers	16/32	Jade	16/32	Tecmo Cup Soccer	18/39	Landmine	18/39	Smash Bros	21/42	Footloose	45/89	Braveheart	12/24
Splinter Cell	17/34	James Bond 007	17/38	Tecmo Cup Soccer	28/49	Smash Bros	18/39	Smash Bros	21/42	Footloose	45/89	Braveheart	12/24
Spiderman	18/34	James Bond II	16/32	Ter. Larussa	21/40	Smash Bros	21/40	Smash Bros	21/42	Footloose	45/89	Braveheart	12/24
Stanley	12/30	James Pond II	19/36	Toys	17/35	Smash Bros	21/40	Smash Bros	21/42	Footloose	45/89	Braveheart	12/24
Tecmo Cup Soccer	16/32	Japati Tennis	22/41	Uncharted Waters	24/42	Smash Bros	21/40	Smash Bros	21/42	Footloose	45/89	Braveheart	12/24
Tecmo NBA B.Ball	14/37	Jaws	17/34	Universal Soldier	22/43	Smash Bros	21/40	Smash Bros	21/42	Footloose	45/89	Braveheart	12/24
Tentis by Tengen	25/45	J. Madden Cham.	18/35	Warrior Of Rome	18/35	King Of Monsters	13/34	Smash Bros	21/42	Footloose	45/89	Braveheart	12/24
Tiny Toon Adv. 2	15/42	Jungle Strike	21/42	Warrior Of Rome II	16/32	King Of Monsters	13/34	Smash Bros	21/42	Footloose	45/89	Braveheart	12/24
Tiny Toons Workshop	15/30	King Of Monsters	23/39	World/Heroe's War	18/35	King Of Fun House	18/35	Smash Bros	21/42	Footloose	45/89	Braveheart	12/24
Tom & Jerry	16/32	King Salmon	16/32	World/Heroe's War	18/35	King Of Fun House	18/35	Smash Bros	21/42	Footloose	45/89	Braveheart	12/24
Trolls	16/32	Kings Canyon	16/32	Wolf Child (CD)	16/39	Mansell's Champ.	16/39	Smash Bros	21/42	Footloose	45/89	Braveheart	12/24
Ultimate Warriors	18/35	King Kong	16/32	Wolf Child (CD)	16/39	Mansell's Champ.	16/39	Smash Bros	21/42	Footloose	45/89	Braveheart	12/24
Ultimate Air Combat	16/32	King Kong	16/32	Wolf Child (CD)	16/39	Mansell's Champ.	16/39	Smash Bros	21/42	Footloose	45/89	Braveheart	12/24
US Golf	17/40	Leaderboard Golf	15/31	World Of Illusion	16/39	Medich Waror	24/40	Smash Bros	21/42	Footloose	45/89	Braveheart	12/24
Vegas Dream	14/34	Lemmings	20/37	World Trophy Soccer	21/44	Monopoly	17/34	Smash Bros	21/42	Footloose	45/89	Braveheart	12/24
Wacky Races	13/32	Lotto Turbo Chal.	22/38	X-Men	13/37	NBA All Star Chal.	18/36	Smash Bros	21/42	Footloose	45/89	Braveheart	12/24
Wheel - Family Ed.	15/30	Lotus Turbo Chal.	16/32	Smash Bros	18/37	Smash Bros	18/37	Smash Bros	21/42	Footloose	45/89	Braveheart	12/24
Wheel - Vanna White	16/32	Smash Bros	16/37	Smash Bros	18/37	Smash Bros	18/37	Smash Bros	21/42	Footloose	45/89	Braveheart	12/24
Wizardry II	16/37	Smash Bros	16/37	Smash Bros	18/37	Smash Bros	18/37	Smash Bros	21/42	Footloose	45/89	Braveheart	12/24

Call To Order (818) 764-2442

SALES POLICY: All used games are guaranteed 90 days from ship date. All defective games can only be exchanged for the same title game. No refunds, credits or exchanges. We do not accept returns for damaged performance. Once your order is placed it cannot be changed without authorization. Please send your games via UPS or Insured Parcel Post. We are not responsible for the safe receipt of your games. A check will be sent to you within 48 hours after receiving and testing your games. Deductions will be made for missing instructions, boxes, and slipcases. Please call us for information about the deductions. **NOTE:** Due to a 3 month lead time for new titles, we do not accept returns for 90 days after the release date. Please call us for more information. To return a game, you must have an authorization number. Without an authorization number the price will be determined on the day we receive your order or games. Authorization numbers are good for 10 days after you receive them. We are not responsible for typographical errors. We reserve the right to refuse any purchase or sale. Nintendo is a registered trademark of Nintendo Of America, Inc. Genesis is a registered trademark of Sega Enterprises, Inc., and Turbo Grafx-16 is a registered trademark of NEC. Lynx is a registered trademark of Atari Corp. Neo Geo is a registered trademark of SNK Home Entertainment Inc.

Call Or Write For Free Price List!

Stop in at the WORLD'S LARGEST video game store!

TRY before you buy! We now buy used Music CD's

To mail in games, send to:

Open 7 Days, 11-7 PST

CAME DUDE

12104 Sherman Way

North Hollywood, CA 91605

We do not fax price lists.

Please include a street address in all correspondence.

Name _____

Address _____

City/State/Zip _____

Open 7 Days, 11-7 PST

(818) 764-2442

Fax: (818) 764-4851

30/69

Raging Fighter

32/42

Star Trek TNG

34/23

Super Mario Land 2

34/23

Super Scrabble

34/23

Who Framed Roger

You DON'T have to go to JAPAN to buy your VIDEO GAMES!

Super Famicom

NEW RELEASE	Gold Member	Regular
	Price	Price
Shogi-Japanese Chess	80.00	90.00
Last Shot (Golf)	65.00	75.00
Battle Master	80.00	90.00
Macross Scramble Valkirie	80.00	90.00
Desert Fighter	80.00	90.00
Utopia	80.00	90.00
Super 3D Baseball	70.00	80.00
Votoms	80.00	90.00

HOT TITLES

Death Brade	Sonic Wings
Magic Johnson	Super F-1 Part 2
Super Slam Dunk	Tekkaman Blade
Dragon Ball Z	World Heroes
Final Fight 2	Super Back to the Future 2
GPI	Battle Mobile
Madara 2	Cosmo Police
Mario All Star	Cosmo Gang
Patty Moon	Final Fantasy 3
Ranma 1/2 Pt.1	Super Air Diver
Ranma 1/2 Pt.2	Street Fighter 2 Turbo

SNES

NEW RELEASE	Gold Member	Regular
	Price	Price
F-1 Pole Position	55.00	59.00
Dream Probe	52.00	56.00
Brett Hull Hockey	52.00	56.00
Ultimate Fighter	57.00	61.00
Sengoku	65.00	69.00
Time Slip	55.00	59.00
Journey Home	55.00	59.00
Top Gear 2	57.00	61.00
Legend	61.00	65.00
Pac Attack	52.00	56.00
Lufia	57.00	61.00
Equinox	52.00	56.00
Side Pocket	52.00	56.00

HOT TITLES

Aero The Aerobat	Shadow Run
Bubsy	Spiderman/X-Man
Claymates	Street Fighter 2 Turbo
Cool Spot	Super Battle Tank 2
Final Fight 2	Super Mario Kart
Lock On	Super Star Wars
Mortal Combat	WWF 2: Royal Rumble
MVP Foot Ball	World Heroes

BONUS!
Something's coming on the way,
Gold Members only free to play, 1994 Las Vegas Show,
Hey! Hey!! Hey!!!

OUR GOLD MEMBERSHIP SWEEPSTAKES

This Game Shock Gold Membership Sweepstakes will be the biggest promotional event in the game business. Chances are you may win a system, a game, or a T-shirt. But if you are the Grand Prize winner, you will be on your way to the 1994 Winter Consumer Electronics Show in Las Vegas.

HURRY UP! If you haven't joined our Gold Membership yet, call today! For \$18.00 only, good for 2 years, you have a chance to WIN the greatest Game Shocking experience in your life.

MAIL ORDER

91-08 63rd Drive
Rego Park, NY 11374
Tel: (718)459-GAME

GAME SHOCK I

91-10 63rd Drive
Rego Park, NY 11374
Tel: (718)459-7058



"The Land of Game that shocks You!"

91-08 63rd Drive, Rego Park, NY 11374
CALL: (718)459-GAME OR FAX: (718)997-8991

**CALL:
(718)
459-GAME
Or Fax:
(718)
997-8991**



Neo Geo

	Gold Member	Regular
	Price	Price
Sengoku II	195.00	238.00
Art of Fighting 2	214.00	238.00
Basketball	198.00	218.00
View Point	CALL	CALL
3 Count Bout	187.00	197.00
Samurai Spirit	214.00	238.00
Fatal Fury 2	187.00	197.00
World Heroes 2	187.00	197.00

PC Engine

Wrangler	IGA Ninden Gain
Psychic Detective 4	Super Darius 2
Championship Rally	Magical
Galaxy Police	Gangis Khan 2
Monster Maker	Stray Road
Bomber Man 94	Dino Force
Blood Gear	Romance of the 3
Hell Fire	Kingdoms V. 3

Mega Drive/CD

	MEGA DRIVE	MEGA CD
	Super League	Super League
Column 3	Mahjong World Cup	3 X 3 Eyes
The Immortal	Slipheed	Alshark
Marble Madness	Marimana	James Bond 2
Marine Force II	Vampire Killer	AX 101

Genesis

NEW RELEASE	Gold Member	Regular
	Price	Price
Star Quest	55.00	59.00
Dig Spike	52.00	56.00
Socket	45.00	49.00
Speedway Pro Challenge	41.00	45.00
Beauty & The Beast	50.00	54.00
Formula 1	52.00	56.00
Goofy	50.00	54.00
Brett Hull Hockey	61.00	65.00
F15: Strike Eagle 2	49.00	53.00
P. T. O.	65.00	69.00
Pirates Gold	53.00	57.00
Wayne's World	54.00	58.00
Wrath of the Gods	54.00	58.00

HOT TITLES

Gauntlet 4	Strider Returns
Splatter House 3	Cool Spot
Rolling Thunder 3	Hardball 3
Might & Magic 3	Flash Back
Jurassic Park	Tony Larissa
Mortal Kombat	Shinobi III
Bubsy	Jungle Strike
Sorcerers Kingdom	Shining Force

Sega CD

NEW RELEASE	Gold Member	Regular
	Price	Price
Terminator	54.00	58.00
Microcosm	54.00	58.00
Mad Dog McRee	54.00	58.00
Rebel Assault	54.00	58.00
Cliffhanger	54.00	58.00
AH-3 Firehawk	45.00	49.00
Dune	46.00	50.00

HOT TITLES

Slipheed	Final Fight
Batman Returns	Willy Beamish
Dracula	Holmes 2
Jaguar 220	Sewer Shark
Out of This World 1 & 2	Time Gal
Road Avenger	Hook
Rise of the Dragon	Ecco The Dolphin

Turbo Grafx-CD

NEW RELEASE	Gold Member	Regular
	Price	Price
Dangerous Journey	44.00	48.00
Gradius 2	44.00	48.00
Shape Shifter	41.00	45.00
Splash Lake	41.00	45.00
R-Type 2	41.00	45.00
Lords of The Rising Sun	41.00	45.00

HOT TITLES

Buster Bros	Last Alert
Cosmic Fantasy 2	Loom
Exile	Lords of The Thunder
Fighting Street	Riot Zone
Final Zone 2	Sim Earth
It Came From The Desert	The Adams Family
JB Harold Murder Club	

JAPAN VIDEO GAMES

"YOUR ONE STOP VIDEO GAMES STORE"

LOWEST PRICES - LATEST RELEASES - HUGE SELECTION

SUPER NINTENDO
ENTERTAINMENT SYSTEM

SUPER FAMICOM

Street Fighter 2 Turbo
Mortal Combat
Cool Spot
Run Saber
MVP Football
T2 Arcade
Utopia
Arcus Odyssey
Battle Blaze
Top Gear 2
Legend of the Ring
M.J. Super Slam Dunk
Rock & Roll Racing
Tuff E Nuff
B. Stoker's Dracula
Jaguar XJ 220
Super Bomberman
Claymates
Jurassic Park
Sengoku
The 7th Saga
World Hero
Super Dodgeball
Tecmo Super Bowl
Alien vs Predators
Bio metal
Cliff Hanger
Art of Fighting

Sonic Wings
Dragon Ball Z
Ranma 1/2 (#2)
Super Tetris 2
Pop n' Twin Bee
Super F-1 Circus 2
Silva Saga 2
SD Battle Dodge 2
Final Fantasy Adv. 2
World Hero
SD Kamen Rider
Super Dunk Star
Super Famista 2
Sailler Moon
Darius Force
Ranma 1/2 (RPG)
Coming Soon:
Macross 2036
Art of Fighting
Fatal Fury 2

NEO GEO

Neo Geo Gold \$ 499
Fatal Fury 2 \$ 199
Samurai Showdown \$ 199
3 Count Bout \$ 199

World Hero 2 \$ 199
Coming Soon:
Fatal Fury Special
Art of Fighting 2
Top Hunter

AH-3 Fire Hawk
CDX Converter \$ 49

SEGA

Dracula \$ 49.00
Dune \$ 49.00
Monkey Island \$ 45.00
Terminator \$ 49.00
Dark Wizard \$ 45.00
Spiderman \$ 45.00
Joe Montana \$ 45.00
Dolphin \$ 45.00
Out of This World \$ 49.00
Final Fight \$ 45.00

SEGA GENESIS

Street Fighter 2 (C.E.)
Mortal Combat
Disney Aladdin
Jungle Strike
Shining Force
Strider 2
Bubsy
Splatter House 3
Rocket Night
Barf's Nightmare
Bill Walsh Football
T2: Judgement Day
F-15 Strike Eagle 2
Shinobi 3
Dark Wizard (CD)
B. Stoker's Dracula
Mutant Fighter
Ranger X
Rolling Thunder 3
Legend of the Ring
WWF Royal Rumble
World Series Baseball
Spiderman/X Men
Gauntlet
Tecmo Super Bowl

Street Fighter 2 (C.E.)
Mystic Formula
Starling Odyssey
Gradus 2
Kaiden 00
Poem of Angel 2
Gun Buster Vol. 2
Psychic Storm
Cal 2
Graduation
Nexx Special
Championship Rally
Exile 2 (CD)
Vasteel (CD)
Dungeon Explorer 2
Macross 2036 (Duo)

PC Engine

We buy/sell used games & systems



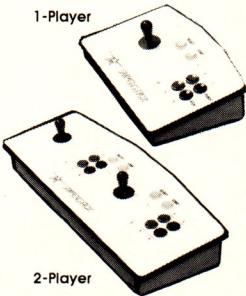
RATED ONE OF THE BEST BY EGM

SUPERSTICK CONTROLLERS

AVAILABLE NOW FOR:

- Super Nintendo (Street Fight. 2)
- Sega Genesis (Street. Fight. 2)
- Neo Geo
- PC Engine/Turbo Grafx 16 (6-Button Controller for Street Fighter 2)

1-Player



This Cable Adapter will allow Turbo Grafx 16 owners to play Street Fighter 2 with the newly introduced 6-button controller pad from PC-Engine.
Cable Adapter \$ 20.00

PC Engine/Turbo Grafx 16 Adapter

Free UPS Ground Shipping with Orders \$ 50.00 or Over!!

DEALERS & WHOLESALERS WELCOME

Call
(818) 281-9282
or Fax
(818) 451-5839
710 W. Las Tunas, #1
San Gabriel, CA 91776
C.O.D. & Credit Card Welcome
Call for our latest Catalog

\$AVE \$ \$ \$ \$

GAMES II PLAY

SPECIALIZING IN
ELECTRONIC ENTERTAINMENT
SPECIALS

SEGA GENESIS

FATAL FURY by Takara \$54.99
MORTAL COMBAT by Arena \$54.99

SEGA

BATMAN RETURNS by Sega \$39.99
FINAL FIGHT CD by Sega \$44.99

SUPER NINTENDO ENTERTAINMENT SYSTEM

STARFOX by Nintendo \$54.99
BUBSY by Accolade \$54.99

FOR A
FREE CATALOG

CALL TOLL FREE **1-800-TWO-PLAY**

(1-800-896-7529) (1-603-887-4440)
FAX (1-603-887-4441)

**WE ACCEPT VISA, MASTERCARD,
\$5.00 CHARGE FOR COD**

PERSONAL CHECKS ARE HELD FOR 2 WEEKS.
MONEY ORDERS ARE TREATED AS CASH. MOST
ORDERS SHIPPED WITHIN 48 HOURS. SHIPPING
AND HANDLING \$3.95. NEXT DAY AIR AND
SECOND DAY AIR AVAILABLE FOR AN EXTRA
CHARGE AT CUSTOMER REQUEST. EXCHANGES
FOR THE SAME ITEM ONLY. PRICES ARE SUBJECT
TO CHANGE WITHOUT NOTICE.

ALL SALES ARE FINAL.

EGM Contest Winner Update

As many of you already know, Jeff Crosno of Key Biscayne, Florida was the lucky winner of our Super Stars Wars contest. As such, his face will appear in a cinema display in the upcoming Super Nintendo cartridge, Super Empire Strikes Back from JVC and LucasArts. To the right is his real life picture and below are screens shots of Jeff's unique appearance in the game. Sure looks like him to me. Congratulations to Jeff Crosno and may the force be with you.



Jeff Crosno - Super Empire Winner in his original picture.



ECHO STATION 3-T-A. WE HAVE SPOTTED IMPERIAL WALKERS.



ECHO STATION 3-T-A. WE HAVE SPOTTED IMPERIAL WALKERS.

Jeff Crosno as he appears in the Super Empire Game.

ADVERTISER INDEX

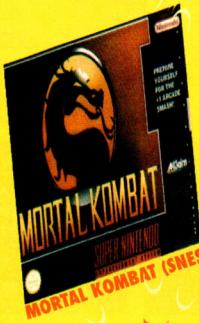
Advertiser	Advertiser	Advertiser	Advertiser
Acclaim	7,25,46-47, 134-190,191	Konami	2-3,55-57
Activision	151	Lucasarts	43
Americam Sammy	45	Malibu	203,204-205,225
Ascii Entertainment	34-35,79,81	Namco	137,139,141,143
Bre Software	211	Natsume	17
Bullet Proof	11	Ocean	72-73,228
Capcom	22-23,37,51-53	Quickshot	177
Captron	201	Sega	14-15,29-31, 179,180-181
Chips & Bits	175	Seika	97,99
Data East	103	SNK Home	65
Doc's High Tech	173	Software Toolworks	100-101
DTMC	21,189,197	Sony Imagesoft	19
Electronic Arts	61-63,84-85,195	STD Entertainment	8-9
Enix	149	Sunsoft	130-131,226-227
Funco	186-187	Takara	33,87,113
Game Dude	213	Tecmo	88-89
Game Factory	212	Tengen	67
Game Shock	214	Tommo Video	217
Games II Play	216	Tradewest	75,77
Game Stuff	210	Triax Controls	27
Hudson Soft	59	Vic Tokai	91,93,95
Interplay	68-69,145-147	Virgin	13,114-115, 154-155,171
Irem	105,107,109,111	Working Designs	39,41
Japan Video	215	World of Games	210
KBM	153		
Koei	71		

TOMMO INC.

CALL: (213) 680-8880 FAX: (213) 621-2177 OR (213) 628-9202

YOUR #1 JAPANESE & U.S. VIDEO GAME DISTRIBUTOR.

BIG SAVINGS

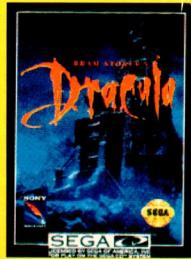


STREET FIGHTER II (GEN)
BIG SAVINGS

CYBORG 009 (MEGA CD)



MORTAL KOMBAT (GEN)
BIG SAVINGS



DRACULA (SEGA CD)



MACROSS (SFC)



MEGA CD CONVERTER

PUBLIC MONTHLY SPECIAL: SNES MORTAL KOMBAT \$59.99

CALL THE RETAIL STORE OR MAIL ORDER NUMBER BELOW TO RESERVE YOUR COPY NOW.

SEGA CD

MEGA CD

MEGA DRIVE

SEGA GENESIS
16-BIT CARTRIDGE

GAME GEAR

SUPER NINTENDO

Nintendo

GAME BOY



PC Engine



RETAIL STORE:

GAME HUNTER GAME SHOP: (415) 344-9679

302 E.FIFTH AVE., SAN MATEO, CA 94401

171 BRANHAM LN #8, SAN JOSE, CA 95136

7485 RUSH RIVER DR# 700, SACRAMENTO, CA 95831

WHOLESALES & INTERNATIONAL ORDER:

CALL: (213) 680-8880 FAX: (213) 621-2177 OR (213) 628-9202

MAIL ORDER CALL: (818) 774-2000

DON'T MISS IT!! ORDER NOW!!

STREET FIGHTER 2 KEY CHAIN & DIGITAL WATCH

(CHUN LI, RYU, KEN, BLANKA, GUILE, E.HONDA, ZANGIEF, DHALSIM)

KEY CHAIN SUGGEST RETAIL PRICE: \$1.99 EACH
DIGITAL WATCH SUGGEST RETAIL PRICE: \$5.99 EACH

WHOLESALES ORDER WELCOME : CALL: 213/680-8880

NEW



THE NINTENDO SHOSHINKAI

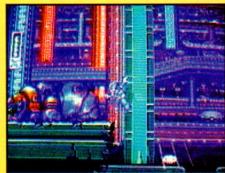
The Nintendo Shoshinkai is a complete gathering of Nintendo and their licensees under one roof. Held in Tokyo on August 24-26, it's one of the largest video game expositions to be held in Japan every year. The games and products shown are tentatively scheduled for release around Christmas time. Note that these games were shown in Japan and may or may not come to the U.S.



ROCKMAN-X / BY CAPCOM OF JAPAN

Rockman X (Megaman X in the States) is nearing completion. All new levels have been added. From the neo-technical city to the woods, there are water levels plus other challenges. Like before, Rockman can acquire the weapons of his defeated enemies, and can even charge up his main weapon. Rockman X seems to be the ultimate robotic adventure.

FOR SUPER FAMICOM



RUSHING BEAT SHURA BY JALECO OF JAPAN

The third in the Rushing Beat saga, choose a whole new line of fighters to stop an international weapons dealer. Lots of fist-flinging action here!

FOR SUPER FAMICOM



FIRE EMBLEM BY NINTENDO OF JAPAN

Witness Nintendo's very first 24 Meg cartridge! Filled with strategy and technique, Fire Emblem is a terrific title and very challenging too!

FOR SUPER FAMICOM

SONIC BLASTMAN 2 / BY TAITO OF JAPAN

If one wasn't enough, Sonic Blastman 2 is about to hit Super Famicoms everywhere. This superhero, with no fashion sense, is out to tackle new foes. Lots of comical moves, including the classic Bagoom can be found in this game. Are you up to it?

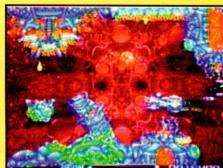
FOR SUPER FAMICOM



R-TYPE III / BY IREM OF JAPAN

Irem of Japan's ultra-hot shooter series, R-Type, has come to near arcade perfection in their third game. R-Type III has pristine graphics, no slow-down, and totally intense action. Use your power-ups to survive the many enemy swarms. This game looks great. In fact, it almost passes as an arcade game. R-Type III is very impressive.

FOR SUPER FAMICOM





SUPER TECMO BOWL / BY TECMO OF JAPAN

Recently previewed at the Consumer Electronics Show was Tecmo of Japan's Super Tecmo Bowl. This game, as far as I can tell, is better than the 8-Bit version in every way. It even has rain and snow! Like before, the game is filled with cinemas. Every aspect of football can be found here, with plenty of plays and enough stats to choke a horse. The future looks bright for football fans.

FOR SUPER FAMICOM



SHIEN / BY DYNAMIC OF JAPAN

Shien: the Blade Chaser is an awesome mouse game, where you control the hands of a ninja. Use your shurikens and your blades to hack at Kappas, ninjas, and other feudal Japanese enemies. Shien is a cool idea that really tests your reflexes.

FOR SUPER FAMICOM



SOUND FACTORY / BY NINTENDO OF JAPAN

A program similar to Mario Paint, but more tuned to music lovers, should be coming out shortly in Japan. Expect to find a bunch of little games built into this one, with all the little quirks that Nintendo is so well known for. Interesting edutainment game!

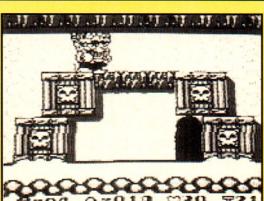
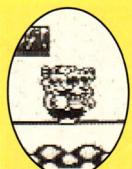
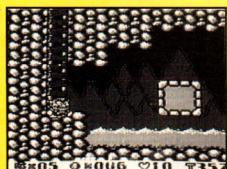
FOR SUPER FAMICOM



WARIO LAND / BY NINTENDO OF JAPAN

It may seem strange, but Mario's enemy Wario (you know, the guy with the attitude problem) has his own game. Similar in concept to the Mario games, this GameBoy cart has it all. Cruise through underwater levels and search out secret places. All in all, it's an entertaining adventure that should appeal to all video game players.

FOR GAMEBOY



SHADOW STALKER / BY ATHENA OF JAPAN

If you like mechs battling it out in a metropolis, with guns blazing, and tracers flying, Shadow Stalker is for you. While there isn't much stalking, there is a heck of a lot of blazing weaponry. Blow away assault suits and free the city from evil cyborgs.

FOR SUPER FAMICOM



BASTARD / BY COBRA TEAM OF JAPAN

Duel against your greatest adversaries. In this graphic test of skills and reflexes, you control a lone warrior over a constantly scrolling realm of clouds. The visuals of this game will literally blow you away. Despite the name, I like it.

FOR SUPER FAMICOM



JOE & MAC 3 / BY DATA EAST OF JAPAN

If you thought Joe & Mac couldn't get into any more trouble, think again. An all-new adventure awaits them on the Super Famicom. This quest offers new and improved play mechanics, newer features like tools, and a whole lot more. Data East has worked hard to make this the best Joe & Mac adventure yet. It's a must-see!

FOR SUPER FAMICOM



ACCELEBRID / BY TOMY OF JAPAN

Accelebrid is a mind-blowing game to see. It's sort of an interactive Sewer Shark. You pilot a mech against others of your kind. You scream down narrow tunnels while blasting away enemies left and right. If you want something different, this one is definitely that...

FOR SUPER FAMICOM



TETRIS BATTLE GAIDEN / BY BPS

A new twist in the ongoing Tetris theme is pitting two players against each other, with comical characters battling it out. Talk about confusing! Anyway, this game is very addictive, and it's always a treat with two players. What more can I say?

FOR SUPER FAMICOM



DRAGON BALL Z 2 / BY BANDAI OF JAPAN

Dragon Ball Z is an awesome fighting game, and its sequel is even better. This game has the best fighters from the anime, like Songoku and Picolo. There are more moves, plus the fighters are larger. If you liked what you saw in the first version, you'll love this one.

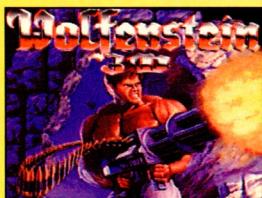
FOR SUPER FAMICOM



HOKUTO NO KEN 7 / BY TOEI ANIM.

Toei Animation is bringing out the latest in the Hokuto No Ken (Fist of the North Star) series of games. Similar to part 6, it's a fighting game. Control such famous fighters as Kenshiro and Shin as you battle to the death. The copy at the show was under construction.

FOR SUPER FAMICOM



WOLFENSTEIN 3-D / BY IMAGINEER OF JAPAN

Castle Wolfenstein has enthralled computer players for some time now. As of late, a Super Famicom version was shown which was a near replica of the PC version. While arming yourself with guns and knives, hunt down the Nazis who plan to dominate the world. Wolfenstein 3-D is faithful to the computer version—right down to the gore. A must for thrill seekers!



FOR SUPER FAMICOM



DRAGON QUEST 1 & 2 / BY ENIX OF JAPAN

The popular Dragon Quest series (Dragon Warrior to us) has just been given a new life. The first two games have been put on one cart, and the graphics and sound have been enhanced—ala Mario Collection. A great way to play old favorites.

FOR SUPER FAMICOM



LEMMINGS 2 / BY SUNSOFT OF JAPAN

The green haired little buggers are at it again! Control your tribe of Lemmings through a large number of levels. Use brand new skills to reach safety. If you puzzle maniacs out there liked the first one, you'll love the sequel. Just don't walk off a cliff.

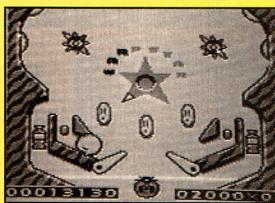
FOR SUPER FAMICOM



KIRBY'S PINBALL / BY NINTENDO OF JAPAN

Wouldn't you know it, Kirby—that eternally hungry ghost—is in his own pinball game. Not only is it on the GameBoy, it's a lot of fun. Guide Kirby through an adventure like no other. If you think you are a pinball wizard, Kirby's challenging you to take him on.

FOR GAMEBOY



ZOOL / BY INFOCOM OF JAPAN

What is Zool? Good question. The game is a Mario-esque type adventure with colorful graphics and toe-tapping sound. Zool's cool. On the other hand, what exactly is Zool? He looks like a freaked-out mutant. Still, it's a lot of fun to play. Strange, yet true.

FOR SUPER FAMICOM



YOUNG MERLIN / BY VIRGIN OF JAPAN

The latest version of this globetrotting action/RPG was previewed at the show. The most interesting feature of this game is the fact that there are no words spoken in it. That means translation will be a snap. It looks to be a cool RPG, since there are so few of them.

FOR SUPER FAMICOM



SUPER HOCKEY '94 / BY YONAZAWA

The latest hockey cart at the show was Super Hockey '94. Featuring compatibility with the Multitap, four players can go head-to-head on the ice. The graphics are superbly done and show off the sport. If you are an armchair athlete, this cart was made for you.

FOR SUPER FAMICOM



MACROSS / BY ZAMUSE OF JAPAN

Yet another anime is converted into the video game format. Macross is a high speed shooter, where you control a Veritech fighter, which is capable of transforming into three forms. Robotech fans should clamor this one, as it is faithful to the series.

FOR SUPER FAMICOM



NINJA WARRIORS / BY TAITO OF JAPAN

The game Ninja Warriors was at the show, and attracted crowds with its great graphics. Choose from three cybernetic ninjas and take on an entire army of enemies. This cart has a lot of action, and a lot of technique. It would be nice if it came to the States.

FOR SUPER FAMICOM



ROCKMAN IV / BY CAPCOM OF JAPAN

Rockman's (Megaman) latest adventure continues his quest to stop Dr. Wiley and his mechanical hordes. Like all the other Rockmans before it, you can acquire a Boss' weapon if you defeat him. This portable adventure is the best one yet for Rockman.

FOR GAMEBOY



THE 1993 JAMMA ARCADE SHOW

Every year, arcade manufacturers display their wares at an amusement machine show. JAMMA, which stands for Japan Amusement Machinery Manufacturers Association, was one of the sponsors for this gala event. These two pages represent the arcade games that will hit the arcades in Japan in the months to come.



DRAGON BALL

BY SEGA OF JAPAN

An arcade Activator game! Battle against anime fighters like Son Gohan and Piccolo, while you use your own fists. This game will make you cry Final Flash!



STAR WARS

BY SEGA OF JAPAN

Relive all the excitement of Star Wars with this excellent remake of the arcade classic. Featuring all-new obstacles and enemies, this game is a must for Jedi's.

DAYTONA AM2 / BY SEGA OF JAPAN



Hot on the heels of Virtua Racing, Sega's Daytona AM2 blows away all other racers. Creating new standards in technology, this terrific racer needs to be seen to be believed! It's a must to play. It's unbelievable!



LOONEY TUNES: BY A HARE / BY SEGA OF JAPAN



For a completely new twist in racing games, try this coin-op. After selecting from four Looney Tunes characters, race against the clock and each other to make it to the end. This game is a total blast. But, watch out for the traps!!!!



ALIEN 3: THE GUN / BY SEGA OF JAPAN



For a horrifying experience, try Alien 3: the Gun. Similar to Steel Gunner, you and a partner must eradicate a host of vicious xenomorphs. Look for lots of chest-bursting action, as the screen is filled with your gunfire. It's hot!



FATAL FURY SPECIAL / BY SNK OF JAPAN



An awesome follow-up to Fatal Fury 2—now you can almost play as all the "Boss" characters, from Billy Kane to Geese Howard. With more moves and better animation, this game is a must have! A superb fighting title!



BLOOD FAMILY / BY ATLUS OF JAPAN



Atlus has taken a new approach in creating a comedic fighting game. Blood Family uses such strange characters, like an old lady who shoots her dentures. Blood Family is a unique game and a welcome change.



MIRACLE ADVENTURE BY DATA EAST OF JAPAN

Data East's first venture onto the Neo•Geo has you and a friend racing through a number of colorful, yet deadly levels. Neo•Geo fans won't be disappointed with this one.



NIGHT SLASHERS / BY DATA EAST OF JAPAN



A truly magnificent action/fighting game. Play alone or with a friend against some splatter-punk and gothic horror baddies. Blood, guts, gore, and more. Definitely not for younger players, this is one scary game! I love it.



VIRTUA FORMULA BY SEGA OF JAPAN

The sequel to Virtua Racing is on its way. Using really cool simulator cars, you once again, get thrust behind the wheel of a Formula racer. A great follow-up.

F-1 SUPER LAP / BY SEGA OF JAPAN



Another cool racer by Sega is F-1 Super Lap. While not as innovative as the others, this game has the realistic "car" feel. The backgrounds are impressive. For the traditionalist, F-1 Super Lap is sure to please.



BURNING RIVALS / BY SEGA OF JAPAN



Sega's new fighting game entitled Burning Rivals has a very distinctive anime look to it. Choose from the usual assortment of fighters. One point of interest is the high quality of the animation. Well fighters... get to it!



CYBER SLED / BY NAMCO OF JAPAN



Not just a catchy name, Cyber Sled boasts a virtual environment where players battle in tanks. It's wicked entertainment. While using your cannons, blast the enemy to tiny pieces. A real stress reliever if I ever saw one.



NEXT WAVE

LAST MINUTE UPDATE

Electronic Arts

John Madden 3DO

3DO

Sports

Possibly the greatest football game series ever will be even better on the 3DO. The Madden series has always realistically recreated the sport from the stats to the bone-crushing plays. This version is no exception.

From the opening intro, you'll see that this is no ordinary football game. The introduction makes you feel as if you are watching Monday Night Football. The graphics are great. The many scaling players and the scrolling field are totally smooth.

John Madden 3DO should win sports fans over to the 3DO. There simply isn't a better looking football game on a home system.



Software Toolworks

Dragon Tales

3DO

RPG

Still in progress, Dragon Tales is a first-person RPG where you delve into the dark secrets of a foreboding dungeon. The gameplay is similar to Wolfenstein 3-D but the interaction and graphic features beat out anything ever seen before.

Walk through the dungeon and see it scale and scroll around you. Manipulate objects found in the many corridors and see if you can solve the mysteries of the labyrinth.

Dragon Tales should prove to be an exciting title for 3DO.



Software Toolworks

Mega Race

3DO

Driving



Software Toolworks is in the process of making a high speed racing adventure for the 3DO. As can be expected, the graphics will be top notch and very arcade-like. Guide your car through a series of tracks that range from tubes under the water to a track through a megapolis.

Mega Race is still very early in development, but from what we've seen, it's very impressive. The levels are unequalled in terms of realism. Mega Race should turn quite a few heads when it comes out.



ULTRAVERSE™

Two things stand between
Alexander Swan and death...

a LITTLE COURAGE and a BIG GUN.

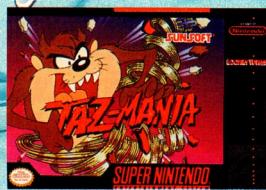
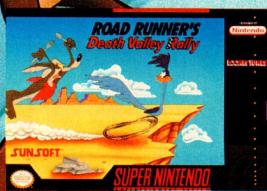
ULTRAVERSE™ and FIREARM™ are trademarks of Malibu Comics Entertainment, Inc. All rights reserved. Pictured art by Howard Chaykin.

FIREARM™

James Robinson
Cully Hamner John Lowe

September '93

Welcome to The



Sunsoft is a registered trademark of Sun Corporation of America. © 1993 Sun Corporation of America. LOONEY TUNES, characters, names, and all related indicia are trademarks of

LOONY BIN!

^
SUNSOFT®



PUGSLEY'S SCAVENGER HUNT™

As if things weren't ooky enough! Now Pugsley Addams must go on a simply torturous scavenger hunt. There's all sorts of unnaturally delightful traps. And hidden switches all about, which produce the loveliest, blood-curdling effects when Pugsley runs into them. There's even magic money which has an extra lively effect you won't want to miss. So get ready to get spooky, and get set to get kooky...it's Pugsley's Scavenger Hunt! En garde!



Screen shots shown are from the Super NES version of the game.

The name of the game

ocean

Ocean of America, Inc.
1855 O'Toole Ave., Suite D-102
San Jose, CA 95131



Nintendo
ENTERTAINMENT SYSTEM™

SUPER NINTENDO
ENTERTAINMENT SYSTEM™

GAME BOY



© 1992 H-B Production Co. All Rights Reserved. Based on the characters created by Charles Addams. TM designates a trademark of Paramount Pictures. Game program © 1992 Ocean Software Limited. Ocean is a registered trademark of Ocean Software Limited. Nintendo, Super Nintendo, Game Boy™, and the official seal are registered trademarks of Nintendo of America, Inc.

The Addams Family™